

# Cassandra Naomi Monden

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Artist, Designer, and Game Developer with 8 years of experience creating interactive media, installations, and narratives, seeking a Full-time position in the Gaming industry as a Technical Artist or Developer to create compelling, fun, and visually inspiring experiences.

## Skills

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- 8 Years of Experience w/Unity, including VR/XR, URP, HDRP, VFX and Shader graphs.
- Experience in game development platforms such as Unity, LibGDX, and GameMaker.
- Proficiency in C#, CSS, HTML, Javascript, HLSL, Python, Java, C.
- Motion capture tools: MediaPipe, Microsoft Azure Kinect, Kinect for Windows, Rokoko Smartsuit, iOS TrueDepth.
- Graphic Design Experience in Adobe Creative Suite Photoshop, Illustrator, After Effects, Indesign.

## Experience

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### Expressive Machinery Lab

August 2018 - Present

- Utilized Unity, C#, Python, Keras, and TensorFlow to create an interactive dance experience, LuminAI.
- Led development and mentored and trained undergraduate researchers on multiple projects.
- Worked with artists to implement Figma-based designs, assets, and animations.
- Integrated motion capture tools into an existing Unity project and C# codebase.
- Integrated art assets from design teams and created understandable and easy-to-use user interfaces.
- Demonstrated projects at multiple venues, including the Museum of Science and Industry in Chicago, the Computer Museum of America in Roswell, the Museum of Design Atlanta, and a performance at Kennesaw State University.
- Adapted LuminAI for projection onto state of the art projection surfaces, including Holo-Gauze.
- Worked with musicians, artists, and dancers to put on a full-length dance performance with over 200 audience members.

### OFS Optics

Summer 2019

- Created and maintained various utility and web applications using C# and ASP.NET.
- Gathered software requirements from users and implemented them in a sales tool to be used by company clients.

## Projects

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### The Blademistress Trials

December 2020 - Present

- Utilizes Unity, C#, Blender, and Maya to create a 3D third-person adventure game for PC.
- Rendered in Unity's Universal Render Pipeline, using HLSL, Shader Graph, and VFX Graph.
- Worked with a cross-disciplinary team to assemble assets for the game, including sound, artwork, and 3D models.
- Created visually compelling scenes and levels using URP, Shader Graph, and the Progressive Lightmapper.
- Developed a modular animation system for gameplay using Mecanim, Animancer, and Blender.
- Built a physics, hitbox, and collision system to create smooth combat and platforming gameplay.
- Utilized Git and GitHub to track and coordinate features, releases, bugs, and asset requests.
- Designed and modeled multiple gameplay levels to test mechanical concepts and reward player expertise.
- Onboarded new team members into an existing code base, providing training and instruction.

### Ireti

Summer - Fall 2021

- Motion Capture Lead and VR Developer for the VR film Ireti, directed by Angelik Laboy.
- Worked with art and film teams to implement new assets into VR space to show multimedia content of 3D models, film clips, voice overs, and motion captured animations.

## Education

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Georgia Institute of Technology Atlanta, GA

June 2015 - December 2021

Bachelor of Computational Media in Media, Interaction Design and Experimental Media

## Publications

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- 2024. Duri Long, Jiayi Yang, Cassandra Naomi, and Brian Magerko. "Xylocode: A Novel Approach to Fostering Interest in Computer Science via an Embodied Music Simulation." In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI 2024).
- 2024. Chengzhi Zhang, Chelsi Cocking, Milka Trajkova, Zoe Mock, Gemma Tate, Cassandra Naomi Monden, and Brian Magerko. Fostering AI Literacy with LuminAI through Embodiment and Creativity in Informal Learning Spaces. In Creativity and Cognition (C&C 2024).
- 2023. Milka Trajkova, Manoj Deshpande, Andrea Knowlton, Cassandra Monden, Duri Long, and Brian Magerko. "AI Meets Holographic Pepper's Ghost: A Co-Creative Public Dance Experience." In Companion Publication of the 2023 ACM Designing Interactive Systems Conference (DIS 2023).
- 2020. Duri Long, Lucas Liu, Swar Gujrana, Cassandra Naomi, and Brian Magerko. "Visualizing Improvisation in LuminAI, an AI Partner for Co-Creative Dance. In Proceedings of the 7th International Conference on Movement and Computing (MOCO 2020).