GIANNE FLORES

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PROJECTS

Horror Royale   Spring 2018
- A 3D horror game where users must find clues and run away from a monster to stay alive. (Unity)
- Used Scrum with team of 3

Kalyana Mitta   Spring 2018
VR mindfulness experience that guides college students through an introduction and a body scan to support the well-being of students through helping them engage in mindfulness
- Uses google cardboard and was done through Unity
- Used Scrum with team of four

VRecycle   Spring 2018
VR experience to bring awareness to the importance of recycling
- Uses google cardboard and was done through Unity

SPACE ESCAPE   Spring 2018
A 2D game with a combat and puzzle system.
- Done through unity
- Used Scrum with a team of 6

LINGO   HackDuke 2017
Aids users struggling with English to learn the language within their everyday life through objects in front of them

- An augmented reality iOS app that translates objects in specified language and says the translation in English

GLOW   PearlHacks 2017
iOS app that guides users with their skin regimen by providing a schedule and would give them skin product recommendations

- Awards: PearlHacks 2017 – Most Technically Challenging

INVOLVEMENT

UF HCC LAB, Gainesville, FL   July 2017 -Present
Research Assistant
Conducting research to consider how to create exercise games that will help children have a healthy lifestyle while keeping the interest of the game after the first novelty.

- Learned and aid with writing papers for conferences

SwampHacks, Gainesville, FL   October 2016 – January 2018
- Logistics Director; Travel Coordinator (2016)

In charge of the logistics of the hackathon by creating schedule of the hackathon, finding venues for talks and ceremonies, planning the food and activities, and finding cheap buses for students that are out of state.
- Lead and delegated tasks to the logistic teams

- Foresaw types of activities and food we plan to do and give

Engineer's Week , Gainesville, FL   2017
Marketing and Promotions Coordinator
Help market and promote a two-week campus event that recognizes the accomplishments of different engineer contributions
- Help created ideas for logos, shirt designs and promo videos
- Wrote ads for campus newspaper and responsible for creating email blasts to the engineering students

SKILL SET

- ☑ C++
- ☑ C #
- ☑ Java
- ☑ Javascript
- ☑ Matlab
- ☑ Swift
- ☑ SQL
- ☑ Unity
- ☑ Photoshop
- ☑ Maya
- ☑ Spanish (conversational)
- ☑ Tagalog (conversational)

EDUCATION

BS in Computer Science, Minor in Digital Arts and Sciences

Expected: 2019

University of Florida, Gainesville, FL

International Baccalaureate Candidate

GPA: 3.36

COURSE WORK

Programming I and II

Databases

Discrete Structures

Data Structures

Software Engineering

AWARDS

Bright Futures Florida Academic Scholar
2015-Present

Summa Cum Laude
2015