# Stefani Aspasia Taskas

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## OBJECTIVE

I am a senior Computer Science student at Michigan State University with experience in game programming and virtual reality seeking an internship in the summer of 2020.

## PROFESSIONAL EXPERIENCES

**Research Assistant - Media and Information Research Laboratory**          *September 2018-Present*
*Dr. Rabindra Ratan, East Lansing, MI*
- Designing and programming a narrative-driven empathy inducing game using Ren'Py.
- Developing a virtual reality environment for a study on avatar embodiment and campus culture.

**Product Development Intern - Ford Motor Company**          *May-July 2018*
*Ayman Ismail, Central Software, Dearborn, MI*
- Automated shared memory between Unreal Engine and MATLAB Simulink.
- Designed and developed a head-up display for Unreal Engine simulations testing vehicle sensors.
- Worked in an agile development environment with daily standups and bi-weekly sprints.

**Professorial Assistant - iVerse Laboratory**          *August 2015-May 2018*
*Dr. Taiwoo Park, East Lansing, MI*
- Programmed and designed a virtual reality escape room game called *Trapped*.
- Presented research titled *Modality in Virtual Reality and Player Reactions* on what players react to positively versus negatively in virtual reality at an undergraduate research forum (UURAF).
- Presented an MMORPG prototype at an undergraduate research forum (UURAF) along with research titled *A New Opportunity: MMORPGs* on popular MMORPG gameplay and UI design.

## EDUCATION

**Michigan State University, College of Engineering,** *Honors College*          *Expected May 2019*
- Bachelor of Science in Computer Science, *GPA: 3.87/4.0*
- Minor in Game Design and Development
- Relevant Coursework: Computer Science Capstone, Game Design Studio, Game Design and Development I & II, Biometrics, Computer Graphics, Computer Networks, Operating Systems, Special Topics-Virtual Reality

## RELEVANT PROJECTS

- **Lika** (Programmer, Game Design Studio) - Programmed a 2D side scrolling mobile game where the user moves leaves using a vector field while avoiding obstacles and interacting with mini-puzzles such as windmills.
- **Spectrum Health Virtual Reality Experience** (Programmer & Designer, Computer Science Capstone) – Developed a website with 360° images of hospital rooms that can be viewed using a virtual reality headset.
- **Ribert Run** (Programmer, Game Design and Dev. I) - Programmed a 2D endless runner with pickups and obstacles.
- **Wizarding World** (Programmer, Game Design and Dev. I) - Programmed a 3D spell-shooter platforming game.
- **MyLearningPal** (Programmer & Designer, SpartaHack 2017) - Developed a color and shape matching game.

## SKILLS

**Software and Systems**: Proficient in C++, C#, C, Python, Java, MATLAB/Simulink, HTML, Unity, Unreal Engine, and Microsoft Works and Office. Knowledgeable in Adobe Photoshop and Adobe Illustrator.
**Languages**: English (native), Greek (fluent in speaking, reading; advanced in writing), French (basic).

## AWARDS AND HONORS

- Dean's Honors List, Michigan State University College of Engineering          *2015-Present*
- Michigan State Honors College Scholarship          *2015-Present*
- Joseph and Olivia Ishikawa Endowed Scholarship in Engineering          *2015-Present*
- W.R. Brown Engineering Scholarship          *2017 & 2018*
- Ford/EEOC Endowed Scholarship          *2015 & 2018*
- UAW Cal Rapson Scholarship          *2017*
- Winner of Best Integration of X-keys with Other Hardware at SpartaHack 2017 for MyLearningPal          *2017*
- Michigan State Computer Science Scholarship          *2017*
- High Achiever in the College of Engineering at Michigan State University          *2016*
- Parkside Credit Union Scholarship          *2016*
- UAW-Ford Rouge Powerhouse Memorial Scholarship          *2015*

## REFERENCES

- Dr. Taiwoo Park - Assistant Professor at Seattle Pacific University, (517) 515-1601, twp@spu.edu
- Dr. Rabindra Ratan - Associate Professor at Michigan State University, (517) 355-3490, rar@msu.edu