

# Stefani Aspasia Taskas

Programmer

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## EDUCATION

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**Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA** Expected May 2021

- Masters of Entertainment Technology
- Relevant Coursework: Building Virtual Worlds, ETC Fundamentals, Improvisational Acting, Visual Storytelling

**Michigan State University, College of Engineering, Honors College** May 2019

- Bachelor of Science in Computer Science, Minor in Game Design and Development
- Relevant Coursework: Game Design Capstone, Computer Science Capstone, Game Design Studio, Game Design and Development I & II, Algorithm Engineering, Introduction to AI, Biometrics, Computer Graphics, Computer Networks, Operating Systems, Special Topics-Virtual Reality, Calculus 1 & 2, Multivariable Calculus, Probability & Statistics

## SKILLS

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**Software and Systems:** Proficient in C++, C#, C, Python, MATLAB/Simulink, HTML, Unity, Unreal Engine, Git, Perforce, and Microsoft Works and Office. Knowledgeable in Adobe Photoshop and Adobe Illustrator.

**Hardware:** HTC Vive, Jam-O-Drum, Magic Leap, Valve Index.

**Languages:** English (native), Greek (fluent in speaking, reading; advanced in writing), French (basic).

## PROFESSIONAL EXPERIENCES

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**Product Development Intern - Ford Motor Company** May-August 2019

*Electrical and Electronic Systems Engineering, Allen Park, MI*

- Developed a tool that parses RTA debug logs into a readable format.
- Worked in an agile development environment.

**Research Assistant – Media and Information Research Laboratory** September 2018-May 2019

*Dr. Rabindra Ratan, East Lansing, MI*

- Designed and programmed a narrative-driven empathy inducing game using Ren'Py.
- Developed a virtual reality environment for a study on avatar embodiment and campus culture.

**Product Development Intern - Ford Motor Company** May-July 2018

*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*.

## RELEVANT PROJECTS

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- **Building Virtual Worlds** (Programmer, Fall 2019)
  - Working in five-person teams for one to three weeks to create interactive entertainment experiences.
  - Utilizing HTC Vive, Jam-O-Drum, Magic Leap, Valve Index, and other non-traditional platforms.
  - Communicating with artists and designers to programmatically implement the team's creative vision.
- **Scarf Cats** (Programmer, Game Design Capstone, Fall 2019) – Programmed a co-op puzzle adventure game.
- **Lika** (Programmer, Game Design Studio, Fall 2018) - 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, Fall 2018) – Developed a website with 360° images of hospital rooms that can be viewed using a virtual reality headset.
- **MyLearningPal** (Programmer & Designer, SpartaHack 2017) - Developed a color and shape matching game.