

# Maria Alejandra Montenegro

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Purpose	Full Time Position in the field of Interactive and Creative Technology as a Developer.	
Education	Carnegie Mellon University , Entertainment Technology Center (ETC) , Pittsburgh, PA Master of Entertainment Technology GPA: 3.74/4.0	May 2015
	Rensselaer Polytechnic Institute, Troy, NY Dual Degree: B.S. Computer Science and B.S. Electronic Media, Art & Communication GPA: 3.5/4.0	Dec. 2012
Skills	<b>Frameworks:</b> OpenFrameworks, Unity3D <b>Programming Languages :</b> C++, C#, C, Python, JavaScript, HTML5, CSS, SQL, OpenGL, .Net, PHP <b>Hardware Inputs:</b> Arduino, Microsoft Kinect (v1, v2), Oculus Rift, Leap Motion, PS Move <b>Design Programs:</b> Autodesk, Dreamweaver, Photoshop, Illustrator, InDesign, Flash, After Effects	
Relevant Experience	<b>Magic Leap Inc. Interactive Engineer - Full time</b> Interactive Experiences and gaming.	Present
	<b>Yahoo Software Engineer - Full time</b> Video team / android mobile development.	
	<b>Kinesis Studio - Lead Engineer Internship</b> Unity 3D developer of interactive floors with IR cameras (OpenCV) and Kinect 2. <ul style="list-style-type: none"><li>Developed blob detection and ID tracking algorithm, including when blobs merge together.</li><li>Present in whole development cycle (beginning to end).</li><li>End product were 2 installations in Las Vegas for client.</li></ul>	Summer 2014
	<b>Interactive Developer (Freelance) - www.Fusion-Sky.com</b> With the use of OpenFrameworks, OpenGL, OpenCV and unique platforms like: <ul style="list-style-type: none"><li>Microsoft Kinect, Motion Capture, Oculus Rift, Leap Motion</li><li>Arduino, Touch Screens, Lighting</li><li>Projection Mapping, Pepper's Ghost</li></ul>	May. 2012 - Present
Projects	<b>MoleCap</b> - Motion Capture & VR experience - Designer / Programmer Main Purpose: Push the limits of VR and Motion Capture technology. Focused on researching new ways to combine technology with rapid prototyping and innovating design.	Spring 2015
	<b>Palmistry Ball</b> - Projection Mapping / Leap Motion An interactive game that lives in your hand. Uses Leap Motion to track the hand and 3D projection mapping to make the users had the canvas.	Spring 2015
	<b>Marioneta</b> - Kinect 2 experience - Lead Developer An interactive puppet gesture recognition exhibit for the Children Museum of Pittsburgh. Research paper published by IEEE VR15.	Fall 2014
	<b>Questyinz</b> - Backend Programmer / Co-producer An educational game to promote reading for Allegheny County Library Association. <ul style="list-style-type: none"><li>Real time multiplayer game focused on social interactions to promote reading in children K-5.</li><li>Live since June 2014.</li></ul>	Spring 2014
	<b>Building Virtual Worlds</b> - Programmer Total of five two-week fast game prototypes. <ul style="list-style-type: none"><li>Maze of Hearts: Kinect game - take pieces of heart back to robot's heart - human shadow.</li><li>Muzilla: Leap Motion DJ - environment reacts to music - FFT analyzer.</li><li>The Last Egg: A six PS Move multiplayer team game - IndieCade Finalist 2014.</li></ul>	Fall 2013
Related Courses	<b>Applied Machine Learning</b> Emphasized an understanding of machine learning algorithms and how to apply them in real world problems to learn and prove hypotheses.	
	<b>Advanced Computer Graphics</b> OpenGL simulations in topics like cloth, fluids, and rendering techniques like raytracing, radiosity, and photon mapping.	
	<b>Art &amp; Code &amp; Interactivity</b> Create interactive experiences and artwork with OpenFrameworks and various hardware inputs.	
Activities Publications	<i>Published Paper: Marioneta Virtual Puppeteer Experience, Virtual Reality (VR), 2015 IEEE.</i> <i>Mastering Leap Motion</i> Reviewer - Packtpub. SIGGRAPH 2012 Student Volunteer. World Traveler and Cultural Explorer.	