

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	Frameworks: OpenFrameworks, Unity3D, TensorFlow Programming Languages : C++, C#, C, Python, OpenCV, OpenGL, JavaScript, HTML5, CSS, SQL, .Net, PHP Hardware Inputs: Arduino, Microsoft Kinect (v1, v2), Oculus Rift, HTC Vive, Leap Motion, PS Move Design Programs: Autodesk, Dreamweaver, Photoshop, Illustrator, InDesign, Flash, After Effects	
Relevant Experience	Magic Leap Inc. - Interactive Engineer (Full time) Interactive Experiences and Gaming with the use of computer vision in mix reality.	Present
	Yahoo! - Software Engineer (Full time) Video team / android mobile development. focused on live streaming algorithms.	2015-2016
	Kinesis Studio - Lead Engineer (Internship) Unity 3D developer of interactive floors with IR cameras (OpenCV) and Kinect 2. <ul style="list-style-type: none">Developed blob detection and ID tracking algorithm, including when blobs merge together.Present in whole development cycle (beginning to end).End product were 2 installations in Las Vegas for client.	Summer 2014
	Interactive Developer (Freelance) With the use of OpenFrameworks, OpenGL, OpenCV and unique platforms like: <ul style="list-style-type: none">Microsoft Kinect, Motion Capture, Oculus Rift, Leap MotionArduino, Touch Screens, LightingProjection Mapping, Pepper's Ghost	May. 2012 - Present
Projects	MoleCap - 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
	Palmistry Ball - 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
	Marioneta - 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
	Questyinz - Backend Programmer / Co-producer An educational game to promote reading for Allegheny County Library Association. <ul style="list-style-type: none">Real time multiplayer game focused on social interactions to promote reading in children K-5.Live since June 2014.	Spring 2014
	Building Virtual Worlds - Programmer Total of five two-week fast game prototypes. <ul style="list-style-type: none">Maze of Hearts: Kinect game - take pieces of heart back to robot's heart - human shadow.Muzilla: Leap Motion DJ - environment reacts to music - FFT analyzer.The Last Egg: A six PS Move multiplayer team game - IndieCade Finalist 2014.	Fall 2013
Related Courses	Applied Machine Learning Emphasized an understanding of machine learning algorithms and how to apply them in real world problems to learn and prove hypotheses.	
	Advanced Computer Graphics OpenGL simulations in topics like cloth, fluids, and rendering techniques like raytracing, radiosity, and photon mapping.	
	Art & Code & Interactivity 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. World Traveler and Cultural Explorer.	