

# Michelle Del Rosario

Empathetic Engineer, Interaction Designer, Virtual Reality Enthusiast

## TECHNICAL SKILLS

### Usability/HCI

Needs analysis  
Sketching  
Brainstorming  
Iterative prototyping  
User Testing

### Programming Languages

C/C++/C#  
Java  
XHTML, CSS, JavaScript

### Software

Visual Studio  
Adobe Photoshop  
Autodesk 3DS Max  
Microsoft Office  
World Viz Vizard

### Other Technologies

Head Mounted Display  
Sensible PHANTOM  
Novint Falcon  
Precision Point Tracking  
Microcontrollers

## EDUCATION

**BS Computer Science** (Human Computer Interaction focus), **Stanford University**, 2012

## WORK EXPERIENCE

### Technical Lead, (contract)

*Privately invested Virtual Reality application* | April 2012 – July 2012

- Drafted and proposed technical frameworks for 2-way avatar-based video chat application.
- Researched and established contact with third-party face-tracking technology providers to evaluate their solutions.
- Created detailed, customized 3D environment for avatars, using 3DS Max.

### Undergraduate Robotics Researcher

*Harvard School of Engineering and Applied Sciences REU Program* | May 2011 – Aug 11

- Developed flight orientation code for custom microcontroller board via AVR32 Studio, JTAG, and Unix-based system.
- Assisted fellow REU members with debugging and coding their Arduino-based robots.

### Co-op puzzle platformer video game, Chiaroscuro

*CS Senior Project* | Stanford University | Spring 2011

- Project received Best Game Award at Stanford's Computer Science Senior Project Software Faire 2011.
- Developed interdependent Shadow/Light game concept and design.
- Implemented game mechanics and created 2D graphics within XNA architecture.
- Maintained documentation on iterative process and user testing results.

### Collaborative "Toy for Learning" for young children, Wild Wings

*Interaction Design Project* | Stanford University | Winter 2009

- Project was a finalist in Disney's Learning Challenge at SIGGRAPH 2010.
- Performed multiple rounds of User Centered Design practices - observations, end user testing, & rapid high fidelity prototyping.
- Created custom costumes to heighten user experience and immersion in the virtual environment.

### Senior VR Research Assistant

*Virtual Human Interaction Lab* | Stanford University | Sept 2008 – May 2011

- Provided coding and graphics support, enabling Ph.D. students to complete 10 research studies for their dissertations.
- Mentored other research assistants on how to program virtual environments and animate & texture avatars.
- Led and assisted in laboratory demonstrations and recorded interviews.
- Created original images for the book, *Infinite Reality: Avatars, Eternal Life, New Worlds, and the Dawn of the Virtual Revolution*.

## LEADERSHIP & COMMUNITY SERVICE

**Volunteer Mathematics Tutor**, Rancier Middle School tutoring program | Killeen, TX | Feb 2012 – April 2012

**Conference Volunteer**, Interfaces For the New Decade Conference | San Jose Tech Museum | Fall 2011

**Code the Change Project Lead**, Facebook Battle of the Bay Hackathon 2011 | Palo Alto, CA | Fall 2011

**Public Relations Executive Officer**, Low Battery, Stanford's Video Game Society | Stanford University | Sept 2011 – July 2012

**STEM Initiative Volunteer**, Tech Savvy | Harvard University | Summer 2011

**Hackathon Team Leader**, Dance Marathon 2010 & 2011 | Stanford University | Winter 2010 & Winter 2011

**e-Commerce Financial Officer**, Stanford Cantonese Association | Stanford University | Sept 2008 – June 2010

**Archery Team Member**, Stanford Archery Team Program | Stanford University | Sept 2007 – Feb 2009