Kristin Dragos

Software Engineer, Virtual Reality Enthusiast and Content Creator

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EXPERIENCE

Beazle Bee, LLC, San Mateo - *Founder & VR Content Creator*
July 2017 - PRESENT
Created TangramsVR: a VR puzzle game for the Oculus Rift and HTC Vive; published on Viveport, Steam, and Oculus Stores.

Udacity, Remote— *Virtual Reality Mentor and Project Reviewer*
April 2017 - PRESENT
Assist students in Udacity's VR Nanodegree program through instant messaging, forum posts and one on one video conference sessions. Reviewed and provided feedback on student projects, ensuring students met the course objectives.

Girls Make Games, San Mateo - *Fellow & Counselor*
June 2017
Served as a counselor for middle and high school girls, teaching them game development skills with Unity.

eHealth, Mountain View, CA — *Software Engineer*
February 2017 - June 2017
Worked with a 6-person scrum team and following agile processes, I contributed to the development and maintenance of medicare.com.

State Farm, Phoenix, AZ— *Software Developer*
June 2015 - December 2016
Working primarily within a 5-person team and following agile processes, I contributed to projects while maintaining high code quality (95% class coverage, 90% mutation coverage).

NOTABLE PROJECTS

TangramsVR— *VR Experience for Oculus Rift and HTC Vive*
A virtual reality visual - spatial puzzle game for high immersion VR systems. Published on Oculus Store, Steam, and Viveport, supporting both Oculus Rift and HTC Vive headsets. (http://www.beazlebee.com/tangramsvr)

Future Fix-up Past Patch-up — *VR Experience for Oculus*
A two-person VR experience for the Oculus Rift, which won first place in Udacity's VR Jam competition. In addition, the app won several awards: "Best Overall VR Application", "Exciting Concept", "Masterful Art & Design", and the "Programming Achievement." (https://goo.gl/am8J8K)

EDUCATION

Udacity, Remote— *Virtual Reality (Unity) Nanodegree Certificate*
December 2016 - July 2017

RockIT Bootcamp, Tempe, AZ — *Certificate, Web Development*
January 2015 - April 2015

Western Illinois University, Macomb, IL — *B.A., English*
August 2007 - May 2010

SKILLS

Virtual Reality: Oculus Rift, HTC Vive, Google VR (Cardboard, Daydream)

Unity3D Game Engine

Languages: C#, Java, PHP, Javascript, HTML, CSS

Version Control Systems: Git, SVN, Unity Collaborate, GitHub

AWARDS

Future Fix-up Past Patch-up won *Best Overall VR Application*, *Exciting Concept*, *Masterful Art & Design*, *Programming Achievement* and took first place in Udacity's VR Jam in February 2017.

Student MVP - Voted the MVP by my peers at Rockit Bootcamp for contributing to their success in the course.

English Departmental Scholar at Western Illinois University