

John Sermarini

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Demo: <https://vimeo.com/254411146>

Objectives

My short term goal is to obtain a software engineering or computer graphics full time position where I can flourish and improve my skills in the area of simulations or video games. My long term goal is to have a satisfying career in computer science working through technical challenges on my way to becoming an innovative industry leader.

Education

University of Central Florida, Orlando, FL: August 2015 - Present

- ▶ Computer Science (B.S.) expected May 2019
- ▶ GPA: 3.72 Overall
- ▶ Relevant Course Work: Object Oriented Software Engineering, Computer Graphics, Operating Systems, Computer Architecture, Discrete Structures, Systems Software, Calculus 3

Work Experience

SEE Intern – NASA

September 2018 – Present

- ▶ Expand previously created 3D simulations depicting rovers collecting resources on Mars
- ▶ Member of the University of Central Florida's Simulation Exploration Experience (SEE) team

Engineering Technician I – Zenetex

May 2018 - Present

- ▶ Develop training simulations using C#, Visual Studio, Unity game engine, and HTC Vive
- ▶ Work as part of a small Naval Air Warfare Center Training Systems Division team in an agile environment

Software Engineering Intern – SimBlocks

February 2018 – May 2018

- ▶ Develop video game like simulations and environments using C#, Visual Studio, and Unity game engine
- ▶ Utilize agile software engineering principles such as pair programming, scrums, and sprints

Research Assistant - UCF Institute For Simulations and Training

May 2017 – Present

- ▶ Develop and design experiments within Unity game engine using Oculus Rift, C#, Python, Autodesk Maya, and Visual Studio
- ▶ Test human perception and movement in virtual reality as part of an interdisciplinary team led by Dr. Joseph Kider

Skills

Languages:

- ▶ C#, Java, C, Python, JavaScript, HTML

Highly Proficient:

- ▶ Unity, Agile Software Development, Oculus SDK, Photoshop, Visual Studio

Familiar With:

- ▶ Android Studio, Docker, Vive SDK, Gear VR SDK, Autodesk Maya

Distinctions

- ▶ Member of University of Central Florida Burnett Honors College
- ▶ Dean's List: Fall 2015, Spring 2016, Fall 2016, Spring 2017, Fall 2017, Spring 2018
- ▶ Recipient of University of Central Florida's Provost scholarship