

# Alisia Martinez

2350 Dapplegray Lane  
Walnut Creek, CA, 94596

925.457.9335

alisiarmartz@gmail.com  
linkedin.com/in/alisiarmartinez  
github.com/alisiarmartz  
alisia.co

**Profile** Developer and designer focusing on interactive narratives and emerging technologies for both entertainment and innovation.

**Experience** Virtual Reality Development and Design Consultant, CognifiSense Inc.; Sunnyvale, CA  
June 2016 - Present

- Develops virtual reality applications using Unity, C#, Vive, Oculus Rift to assist in pain management through distraction therapy and pain visualization
- Designed representations of pain to then be created in a virtual space
- Created company website using JavaScript, HTML5 and CSS

Lab Manager and Research Assistant, UC Santa Cruz High-Level Perception Lab, Santa Cruz, CA  
Oct 2015 - Present

- Designs and develops research experiments using Unity, C#, Oculus Rift, focusing on one's presence in a virtual environment, looking closely at player perception
- Supervises project leads to meet deadlines and collaborate with the Primary Investigator to facilitate the daily operational success of the lab
- Manages and trains lab interns on project-specific tasks

Internal Gaming Headset Testing, E-Infotek Solutions, Inc., Fremont, CA  
Jan 2016 - Feb 2016

- Tested headsets from a top industry client and verified their product was producing correct audio output
- Communicated details from client to team members
- Ensured all responsibilities were carried out and organized correctly

**Education** Bachelor of Science (BS), Computer Science: Computer Game Design  
University of California, Santa Cruz  
Sep 2013-Sep 2017

## Skills

### Computer Languages

- 3+ years C# (Unity)
- 3+ years Web design, JavaScript, HTML5, CSS
- Basic Java, C++

### Technologies

- 2+ years VR development, HTC Vive, Oculus Rift, Leap Motion
- 2+ years GitHub
- Basic Blender

### Misc

- Basic project management
- 3 years public speaking

## Projects

### LIFT - Vive, Unity, C#

- Player is an elevator operator in a run-down hotel who interacts with characters using gestures to push the story forward
- Team of 8 total
- Led production and design of concept, selected team members for development
- Programmed basic VR interactions involving grabbing and gesturing

### FocusVR - Oculus, Leap Motion, Unity, C#

- A customizable and distraction free-study space
- Designed 3D environments for ideal focus and attention, using cognitive science research methods
- Team of 5 total
- 1st place in Innovation category at Hack UCSC  
devpost.com/software/focusvr