Uyen Dang

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EDUCATION

University of Miami, College of Arts and Science **Miami, Florida**
Bachelor of Science in Computer Science, Magna Cum Laude, **Minors:** Mathematics, Game Design, Creative Writing. May 2025
GPA: 3.928, **Honors:** President's and Provost's Honor Rolls, Dean's List.
Relevant coursework: Game Programming, Machine Learning, Software Engineering, Computer Graphics, Front-End Fundamentals.

TECHNICAL SKILLS

Programming Languages: Python, Java, C#, C++, Visual Scripting.
Game Development: Unity, Unreal Engine, PlasticSCM, Visual Studio, Visual Studio Code.
Asset Development: Maya, ZBrush, Blender, Nomad Sculpt, USD Composer, PlantFactory, Substance Painter, Substance Designer.
Visual Development: Adobe Photoshop, Procreate, Paint Tool SAI, Clip Studio Paint.

WORK EXPERIENCE

XR Lab Technician, *Creative Studio at UM Libraries, University of Miami* July 2025 - Present
- Maintain and configure a 300+ Meta headset fleet, optimizing imaging, provisioning, and OpenXR for XR production pipelines.
- Provide consultation and hands-on guidance to patrons on 3D content creation workflows, including modeling, texturing, and optimization for XR experiences.

3D Artist, *VESL Lab at School of Communication, University of Miami* January 2025 - May 2025
- Produced 3D assets for various projects using industry-standard 3D asset modelling softwares such as Maya and Blender.
- Applied technical skills in 3D modeling and texturing to enhance visual quality of virtual environments for research, providing high-quality 3D assets for XR showcases.

XR Developer, *RAD Lab at School of Architecture, University of Miami* October 2024 - March 2025
- Prototyped realistic water simulations for a seawall project along the Venetian Causeway, enhancing architectural visualization.
- Conducted experiments integrating XR with architectural research workflows, pushing methods for analyzing environmental and spatial interactions.

XR Developer, *VESL Lab at School of Communication, University of Miami* February 2023 - December 2023
- Developed immersive VR environments incorporating physics-based interactions to model realistic scenarios for research use.
- Applied physics-based tools to build an immersive VR environment designed to elicit anxiety responses, supporting research in psychological and behavioral studies.

Teaching Assistant, *University of Miami Department of Computer Science - Miami, FL* January 2023 - May 2023
- Provided technical support and troubleshooting for a Python programming class of 80+ students.
- Conducted regular office hours to assist students with software issues, developing strong communication skills.

Unity Developer/3D Artist - Consultant September 2019 - Present
- Craft Unity projects with industry-standard tools, establishing technical expertise and creative vision through self-directed work.
- Prototype and refine interactive environments and detailed 3D models, demonstrating proficiency in asset optimization, environmental design, and interactive functionality.

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

CodePath, Intermediate Technical Interview Prep February 2025 - April 2025
- Mastered advanced data structure implementations and algorithmic problem-solving techniques used by leading tech companies.
- Completed weekly technical assessments to build competency in common interview algorithms and problem-solving approaches.

Information Technology Innovate, University of Miami: *Developer Apprentice* September 2022 - December 2022
- Finished Unity Pathways coursework to develop 3D and 2D game projects in C#.
- Utilized the Scrum Methodology through daily Scrum calls to keep track of individual progress.

HIGHLIGHTED PROJECTS

Japanese Home Interior December 2024 - January 2025
- Designed 3D fantasy Japanese interior in Blender and USD Composer, blending traditional aesthetics with fantasy elements.
- Curated assets from NVIDIA and Sketchfab libraries to create an authentic atmosphere through natural materials and carefully designed lighting with optimized spatial flow.

RoboCanes Lab Digital Twin January 2024 - December 2024
- Innovated the use of photogrammetry to create precise digital replicas as modeling references, eliminating the need for manual measurements and significantly improving workflow efficiency.
- Utilized USD Composer to achieve high fidelity and interactivity compatible with the simulation software Isaac Sim.

SKILLS AND ACTIVITIES

Languages: Vietnamese (Native), English (Excellent).
Interests: Digital illustration, graphic design, 3D modeling and animation, video game development, XR development, guitar, music production, linguistics.