Maryann Godje

Computer Science student with VR, HCI, Mathematical, and Graphics skills

mgodje@calpoly.edu | LinkedIn | GitHub | Portfolio

Education

M.S. Computer Science, California Polytechnic State University, San Luis Obispo — May 2027

B.S. Computer Science, University of California, Santa Cruz — Jun 2025

Skills

Programming Languages: Java, C, C++, Python, Processing, WebGL, JavaScript, HTML/CSS
Tools: Git, Linux/Unix, Ubuntu, Windows OS, Microsoft Office
Professional Skills: Leadership, Communication, Collaboration, Time Management, Analytical, Organizational, and Creative

Research Experience

Research Assistant, SET Lab at UC Santa Cruz — Apr 2024 - Aug 2025

- Enhanced user interfaces and features towards building multi-user virtual reality (VR) experiences
- Conducted user trials and attends 2-3 conferences per quarter to demonstrate our work to professionals
- Explored human-computer interaction (HCI) and VR concepts through weekly group meetings, project-based meetings, and independent research endeavors

Work Experience

Crown/Merrill Housing Office Assistant, UC Santa Cruz — Sep 2023 – Jun 2025

- Ensured seamless building and room access for over 1,600 residents across Crown/Merrill colleges
- Assisted professional staff members in guaranteeing residents' questions and concerns are addressed
- Guaranteed confidentiality by upkeeping records and logs of residents' personal information

Resident Assistant (RA) Merrill College, UC Santa Cruz — Aug 2022 – Jun 2025

- Upheld over 60 housing policies to maintain safety and order in on-campus living at Merrill College
- Provided on-call assistance to almost 750 residents in emergency situations, crisis responses, and conflict resolutions
- Organized, facilitated, and volunteered at community-building events for over 550 residents

Projects

Northern Elephant Seal Migration in VR, SET Lab at UC Santa Cruz — Nov 2024 - Dec 2024

- Developed tools, like raycasting, to aid marine biologists interactions in a multi-user VR environment
- Utilized mathematical concepts to determine scaling, width, height, and length of seal paths in 3D
- Established allocentric networking for multiple users to mark vantage points of interest along paths

Wildfire Evacuation Prevention in VR, SET Lab at UC Santa Cruz — Apr 2024 - Dec 2024

- Aided firefighters and civil engineers through a multi-user VR tool for wildfire evacuation strategies
- Implemented raycasting, calloutable, and networking modalities into the frontend and backend
- Applied mathematical and programming skills to develop, refine, and solve VR- and HCI-related tasks

Honors

Member, National Society of Collegiate Scholars — Jul 2022 - *Present*

Awardee, College Scholars Program at UC Santa Cruz — Sep 2021 - May 2023