

CHRISTINA WOEHLER

Gainesville, FL · 407-267-8460

chrystina.woehler@yahoo.com | chryswoebler.com | linkedin.com/in/chrystina-woehler

EDUCATION

The University of Florida

Bachelor of Science in Digital Arts and Sciences (Computer Science), Minor in Electrical Engineering

May 2025

SKILLS AND SOFTWARE

- Maya, AutoCAD, Autodesk Revit, Inventor
- 3D Modeling, UV/Texturing, PBR
- Blender
- GitHub
- Unity
- C++/C#, Java, Python,
- 3D Character Animation, Rigging
- Substance Painter
- Cinema 4D
- Photoshop, After Effects
- Strong communication skills
- Attention to detail
- Ability to quickly learn and adapt to change

WORK EXPERIENCE

Mechanical Designer, *Matern Professional Engineering*

- Design of HVAC systems in AutoCAD and Revit for educational environments.
- Review technical drawings and perform calculations, select equipment based on project specifications and coordination with vendors for mechanical equipment.
- Collaborate with clients, contractors, and architects to achieve project goals including maintaining artistic vision of the project while advocating for critical building systems.

August 2025 – Present

Peer Mentor, *UF Department of Computer & Information Science & Engineering*

- Peer mentor for CAP3220 - Introduction to Computer-Aided Modeling, and CAP3034 – Introduction to Computer-Aided Animation.
- Hosted office hours and graded, gave feedback to assist in student understanding of Blender software and general principles of 3D modeling and animation.
- Helped reformat assignments based on student feedback and course goals. Created supplementary course materials, including 3D models, tutorials, and written guides.

January 2022- May 2025

NSF-REU Fellowship Student Researcher, *UF Department of Chemical Engineering*

- Collaborated with Digital Arts and Sciences and Chemical Engineering departments via the NSF-REU program to translate cellular data into 3D models and animation.
- Researched and developed methods to simulate cellular migration and eversion using Maya.
- Presented weekly updates, integrating feedback to refine visualizations.

May 2024- August 2024

Education Department Electrical Intern, *Matern Professional Engineering*

- Assisted in reviewing plans for power, lighting, and other electrical equipment.
- Contributed to creation of electrical system drawings for K-12 projects in Revit.

June 2021- July 2021

PROJECTS

Far Flung, *UF Senior Project – CIS4914*

- 3D puzzle/horror game created in Unity over course of a semester with support from fellow group members. Heavy focus on resource management and exploration.
- Responsibilities: 3D modeling/animation, level building, lighting, and environment design.

Spring 2025

Soft-Matter Journal Cover Art, *UF Department of Chemical Engineering*

- Created fully rendered 3D cover art for Soft Matter Journal based on research presented in the article “Rethinking nuclear shaping: insights from the nuclear drop model”.

Summer 2024

Rune Fjell, *UF Theory and Practice of Multimedia Production – CAP3020*

- 3D fantasy RPG made in Unity. Small open world island with magic system, skill progression, and multiple enemy types.
- Responsibilities: 3D modeling/animation, programming, and environment design.

Spring 2024

References available upon request.