

CHRYSTINA WOEHLER

Gainesville, FL · 407-267-8460

chrystina.woehler@yahoo.com | chrystwoehler.wixsite.com/chrystina-woehler | linkedin.com/in/chrystina-woehler

EDUCATION

The University of Florida

Bachelor of Science in Digital Arts and Sciences (Computer Science), Minor in Electrical Engineering (GPA 3.6/4.0)

May 2025

Valencia College

Associates in Arts in General Studies

December 2020

SKILLS AND SOFTWARE

- Autodesk Revit, Inventor, Maya, AutoCAD
- SOLIDWORKS CSWA-Mechanical Design Certification
- 3D Modeling, UV/Texturing, Rigging
- 3D Character Animation
- Blender
- C++/C#, Java, Python, Unity
- GitHub
- Substance Painter
- Cinema 4D
- Adobe Photoshop
- After Effects

WORK EXPERIENCE

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-Present

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 data 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 in Unity. Heavy focus on resource management and exploration.
- Responsibilities: 3D modeling/animation, level building, lighting, and environmental design.

Spring 2025

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

- Created 3D cover art for Soft Matter Journal based on the 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 over the course of a semester in Unity. Small open world island with magic system, skill progression, and multiple enemy types.
- Responsibilities: 3D modeling, programming, and environmental design.

Spring 2024

References available upon request.