

Benedicto B. Villanueva III

Education

Bachelor's in Science in Games, Interactive Media, and Mobile Technology

Boise State University, Boise, ID

Expected **May 2025**

Associates of Applied Science in Criminal Justice,

Community College of the Air Force, Maxwell Air Force Base, AL

July 2019

Skills

Languages: C#, Python, HTML, CSS & Javascript

Software: After Effects, Animate, Autodesk Maya, Blender, Excel, Git, Illustrator, Outlook, Photoshop, Roadkill, Powerpoint, Premiere Pro, Substance Painter, Unity, VS Code & Word

VR/XR Development: Mixed Reality Toolkit, Meta Quest 2, Meta Quest Pro & HoloLens 2

Soft Skills: Team Leadership, Problem-Solving, Time Management, Communication, Adaptability, Attention to Detail

Professional Experience

United States Air Force

Facility Manager, Cheyenne, WY

2019 – 2020

- Managed a \$30K budget and oversaw custodial contracts for 110-year-old National Historic Facilities.
 - Represented work priorities and future projects at facility management boards for 1,500 employees.
 - Led a team of 20+ personnel, ensuring efficient daily operations and facility upkeep.
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Projects

ARSIS 6.0 NASA SUITS

2022 – 2023

- Led Boise State's UI team in the NASA SUITS challenge, developing augmented reality interfaces for astronaut spacesuits using MRTK, Meta Quest 2, and HoloLens 2.
- Managed project to meet NASA's requirements, improved team coordination and project management in Unity, MRTK, and AR platforms.
- Improved AR technical abilities, effectively integrating and documenting for NASA projects, enhancing leadership and innovation in AR solutions.

Brain Health Diagnostic Tool

2023

- **Project Leadership & Team Coordination** – Co-led a cross-disciplinary team of seven professionals, including artists, programmers, and UX/UI designers, ensuring seamless collaboration and efficient development.
- **Agile Project Management** – Implemented agile workflows, managed sprint planning, and maintained project timelines to drive the successful delivery of an interactive cognitive assessment tool.
- **Cross-Disciplinary Communication** – Acted as a liaison between medical experts and technical teams, aligning game design principles with medical diagnostic requirements to enhance research in early Alzheimer's detection.

Individual Immersive Game (Enigma) – In Development

2023 – 2024

- Led a solo VR game development project for Oculus Quest 2 with original assets in Boise State's GIMM program.
- Developed and documented Game Design Documents, starting in sophomore year with completion targeted by senior year.
- Improved technical and creative skills, contributing a unique VR game to the community.

Publications

Teogalbo, D. J. R., Auner, D., Ayala, N., Burnell, C., Dayrit, T., Gamel, G., Lotspeich, N., Smith, A., Swanson, S., Willerup, E., ... & Villanueva, B. (2023). ARSIS 6.0: A Mixed Reality Application for Enhancing Astronaut Efficiency and Autonomy. In *Proceedings of the HCI International 2023* (pp. 5 - 9). Springer. https://doi.org/10.1007/978-3-031-35634-6_27