MIREILLE TAN

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EDUCATION

University of Illinois at Urbana-Champaign **Expected Graduation: May 2026**
B.Sc in Computer Science, Minors in Spanish & Sustainability GPA: 4.0 / 4.0

Related Coursework:
Data Structures Linear Algebra with Computing Applications Computer Architecture
Computational Photography Introduction to Algorithms & Models of Computation

TECHNICAL SKILLS

Programming Languages: C, C#, C++, HTML, Java, JavaScript, TypeScript, Python
Frameworks / Tools: Git, Unity, Flutter, Azure, Inkscape, Blender 3D, Arduino, React, Unreal
Languages Spoken: English, Mandarin, Spanish

EXPERIENCE

Software Development Intern at JTC Corporation **May 2024 - August 2024**
- Simulated human flow and vertical systems in digital infrastructure for the integration of smart city solutions in Unity C#
- Developed a system for 3D positional mapping from real-time footage analysis in Unity C#

Gold Microsoft Learn Student Ambassador **August 2020 - May 2023**
- Delivered Microsoft Ignite 2022 Learn Live session "Configure Microsoft Teams meetings and calls for inclusion" and engaged 1009 live viewers with 94% session value
- Co-hosted Microsoft Student Summit Americas session with 1000+ live viewers
- Prepared and delivered a virtual bootcamp for the Azure AZ-900 exam for 80+ students

Intern at Tinkertanker Pte. Ltd. **January 2022 - April 2022**
- Upgraded extensions in TypeScript to allow for reading of and writing to third-party sensors and actuators connected to the BBC micro:bit v2 via a low-code interface
- Prototyped an electronic art installation using laser-cutting and Arduino programming

PUBLICATIONS

VeeR: Exploring the Feasibility of Deliberately Designing VR Motion that Diverges from Mundane, Everyday Physical Motion to Create More Entertaining VR Experiences
CHI '24: Proceedings of the CHI Conference on Human Factors in Computing Systems
- Designed and assembled a motion experience through a VR space scene in Unity

Exploring Augmented Reality Interface Designs for Virtual Meetings in Real-world Walking Contexts
Honorable Mention | DIS '24: Proceedings of the 2024 ACM Designing Interactive Systems Conference
- Simulated webpage interaction in AR via JavaScript and Unity C#

PROJECT HIGHLIGHTS

POINT General Relativity Simulation in Virtual Reality **August 2022 - Present**
Physics Outreach and Instruction through New Technologies research project
- Developed front-end features in Unity C# and HLSL shaders, including an in-game menu, a multilingual subtitle-parsing system, localization and animated game sequences

alto Browser Extension for Digital Accessibility **October 2022 - May 2023**
Microsoft Imagine Cup 2023 Americas World Finalist Project
- Designed and implemented the front-end of a Chromium browser extension using HTML, CSS, JavaScript and Chrome Web APIs
- Utilized Azure's Computer Vision API to generate alternative text for screen reader users