

MIREILLE TAN

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EDUCATION

University of Illinois Urbana-Champaign

Expected Graduation: May 2026

B.S. in Computer Science, Minors in Spanish & Sustainability

GPA: 4.0 / 4.0

- Relevant coursework: Interactive Computer Graphics, Computational Photography, Game Development

WORK EXPERIENCE

Palantir Technologies Inc., New York, NY

May 2025 - August 2025

Software Development Intern

- Designed and coded UI in React for an admin security feature, cutting duration and number of support calls
- Built a common cross-application framework for experimentation with first platform-native LLM integration

JTC Corporation, Singapore

May 2024 - August 2024

Software Development Intern, Smart District Division

- Simulated human flow in Unity C# for fast virtual testing of vertical systems under variable conditions
- Devised a 3D positional mapping system for accurate real-time footage analysis in Unity C#, assisting industrial landlords in resource management based on building occupation

JTC Corporation, Singapore

April 2022 - July 2022

Software Development Intern, Smart District Division

- Developed and tested a custom UI framework for vertical systems in digital infrastructure for greater customizability, using Object-Oriented Programming in Unity C# in an Agile team

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

- Orchestrated a VR experience to investigate how motion affects entertainment value and user comfort

Exploring AR Interface Designs for Virtual Meetings in Real-world Walking Contexts

Honorable Mention | DIS '24: Proceedings of the 2024 ACM Designing Interactive Systems Conference

- Simulated AR webpage interaction via JavaScript and Unity C# to seamlessly conduct AR virtual meetings
- Conducted and analyzed in-situ user studies to investigate UI designs for walking meetings in AR

EXTRACURRICULAR ACTIVITIES & LEADERSHIP

POINT General Relativity Simulation in Virtual Reality

August 2022 - Present

Task Manager, Physics Outreach and Instruction through New Technologies research project

- Designed and developed front-end features in Unity C# and HLSL shaders, including an in-game menu, a multilingual subtitle-parsing system and animated sequences to boost user engagement and accessibility
- Spearheaded coordination of team deliverables to publish the simulation publicly for increased outreach

Microsoft Learn Student Ambassador Program

August 2020 - May 2023

Gold Microsoft Learn Student Ambassador

- Co-delivered Microsoft Ignite 2022 Learn Live session "Configure Microsoft Teams meetings and calls for inclusion", engaging 1009 live viewers with 94% session value
- Co-organized a 6-session Spanish virtual training for the Azure Cloud Fundamentals exam for 80+ students

TECHNICAL SKILLS

Programming Languages: C, C#, C++, Dart, GLSL, HTML, Java, JavaScript, TypeScript, Python

Frameworks / Tools: Azure, Arduino, Blender 3D, Figma, Git, Inkscape, React, Unity, Unreal Engine, WebGL

Languages Spoken: English, Mandarin, Spanish