jasmine-r

HCI / COMPUTER GRAPHICS / OPTICS
VISION / VIRTUAL + AUGMENTED REALITY
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EDUCATION

2016-2018
Harvard University, Cambridge, MA, USA
Candidate, Master in Design Studies (MDes),
Graduate School of Design

June 2016
University of California, San Diego, CA, USA
Master of Science (MS) in Electrical and Computer
Engineering
*Thesis: Dynamic Augmented Reality Assets using
OpenCV*

May 2014
Columbia University, NY, USA
Bachelor of Science (BS) in Applied Mathematics and
Physics, *Applied Optics*

EXPERIENCE

Nov 2016-present
AR/VR Developer, Harvard Innovation Lab (iLab),
Cambridge, MA
- Support programming team to design AR/VR-focused experiences/workshops
- Microsoft Hololens and HTC Vive and integrating with Unity, Unreal Engine an animation tools

Jun 2016-Sep 2016
Software Engineering Intern, Intel Corporation
Santa Clara, CA
- Perceptual Computing within Higher-Learning
- Designing prototypes using Intel® Perceptual Computing SDK and Gesture Camera Kit

Jan 2016- Jun 2016
Graduate Researcher
Immersive Visualization Lab Calit2, UC San Diego
La Jolla, CA
- Development of facial detection algorithms using MegaFace ® data
- Generated augmented reality application using gesture recognition

Sep 2013-May 2014
Undergraduate Research Fellow
NSF, Center for Integrated Access Networks
- Developing step-wavelength system for optical access networks by using laser system, silicon nano-photonic device under test and measurement computing with USB data acquisition board

Sep 2013-May 2014
Undergraduate Researcher
Columbia Laboratory for Unconventional Electronics
- Research in optical physics for large area electronics, fabrication and device integration of commercial display types

TEACHING

Designing with Code
J-Term 2017 Course, Harvard GSD

Human Computer Interaction Programming Studio
Teaching Assistant, UC San Diego Cognitive Science Department, Spring 2016

Interaction Design (Intro HCI)
Teaching Assistant, UC San Diego Computer Science Department, Winter 2016

Introduction to Programming with Python
Instructor, Clairemont Highschool, San Diego School District, 2015-2016

Optics, Wave Guides, and Fiber Optics Laboratory
Teaching Assistant, UC San Diego Electrical Engineering Department, Fall 2015

EXHIBITIONS

Autonomous Sensing ScanLAB (UK)
Calit2 Gallery, UC San Diego

SKILLS

2D,3D
Rendering with Illustrator, Photoshop, AutoCAD, Solid Works, SketchUp, Rhino, Grasshopper

Coding
Python, C++ (OpenCV), C#, Objective-C, MATLAB, Java, Javascript, HTML, CSS

Hardware
Microcontrollers (Arduino, Raspberry Pi, Beaglebone, etc.), Microcomputers, FPGAs (Xilink, Altera) Analog and Digital Circuitry

AR/VR
Stingray, After Effect, Cry Engine, Unity, Premiere, Combustion, Boujou, Quest3D, Turn Tool

AWARDS

Dean's Merit Scholarship
Award granted by Harvard's admissions committee to their most highly ranked admits

Grace Hopper Fellowship
Award to attend the 22nd annual conference for women in computer science

Intel Scholar
Graduate student research with an Intel Corporation Lab

CODE 2040 Fellowship
Top 10% Black and Latino/a software engineering students in internships with top tech companies

NSF Undergraduate Research Fellowship
Research with chair of Columbia's electrical engineering department

SERVICE

Oct 2016-present
Chair(wo)man, Black in Design Conference
Cambridge, MA
- Coordinating sponsors, venue, speakers, branding and marketing for Harvard Graduate School of Design's 2nd Black in Design Conference for Fall 2017

Oct 2016-present
Graduate Resident Advisor, MIT Delta Phi Epsilon
Cambridge, MA
- Providing support, leadership and guidance in living environment to maximize potential for success for all members

Sep 2016
HackMIT Mentor
- Assisted teams with ideation, design prototyping coding and debugging

Sep 2016-present
Girls Who Code Mentor
- Developing curriculum and teaching it helping with logistics, working on budget planning and grant proposals, planning field trips to Google and Scratch

Sep 2014-June 2016
Department Representative, UC San Diego
La Jolla, CA
- Representative for both the Electrical Engineering and Computer Science departments.

Library Graduate Committee, UC San Diego
La Jolla, CA
- Guidance with choosing relevant software licenses for students
- Creation of the Digital Media Lab makerspace and virtual reality room.