

Education

- Iowa State University of Science and Technology** (Aug 2023 - May 2025)
M.Sc. Human-Computer Interaction (GPA: 4.0), *HCI Student Organization*
- University of Wisconsin - Madison** (Sept 2018 - May 2023)
B.Sc. Computer Science (GPA: 3.492),
Certificate in Art: 4D-Digital, Time-based, Performative or Social Practice

Skills

Unity, Unreal Engine, C#, Blender, HTML, CSS, JavaScript, Figma, Python, ARFoundation, Nvivo, p5.xr, Java

Research/Professional Experience

- Summer REU Graduate Mentor, SPIRE - EIT** (May 2024 - Present)
Part-Time Role
 - Mentored multiple REU teams to help develop and deploy VR gamified apps to completion.
 - Teaching 9 REU interns about the fundamentals of Blender and XR Technologies to inform their larger research projects.
 - Refining slideshows and activities so that REU students can apply their knowledge to personal projects and their final research project.
- Graduate Research Assistant, IOWA STATE UNIVERSITY** (Aug 2023 - Present)
Half-Time Role
 - Developing 1 minigame and 3 missions using Unity and Blender to teach Cybersecurity concepts. Working with a team of four to develop 2 different VR gamified-environments for students. Create questionnaires and organize on-site visits to conduct teacher interviews.
 - Use PyQT to develop desktop application to calibrate physical cameras to virtual camera's in Unreal Engine, to overlay real actors over virtual scenes.
 - Work in small peer lead groups to create and build upon Unity and Unreal environments for demonstrations and user studies.
 - Using Figma to develop mockups and wireframes of desktop and web applications.
- Undergraduate Researcher, WiNGs Lab** (Sept 2022 - Aug 2023)
Independent Study, supervised by Professor Suman Banerjee and Lance Hartung
 - Creating an Augmented Reality interface to improve accessibility of the Arduino Interface for K-12 students with dyslexia, using ARFoundation, OpenCV, Unity and C#.
 - Uses speech-to-text input to interpret pins, then highlights the required pins on the board. Can be used to facilitate tutorials and live-demos.
 - Received IRB approval for user study, conducted 1 user study and 7 research interviews, and transcribed, compiled, and coded research data using Nvivo.
- Programs/ Curriculum Specialist, MAYDM** (Sept 2021 - Aug 2023)
Part-Time Role
 - Developed curriculum in the form of presentations, notes, code skeletons and worksheets for 2 summer programs ranging between 3 - 6 weeks in duration.
 - Delivered 3 after-school programs ranging from day-long workshops to 8 - 10 weeks in duration to introduce students to coding fundamentals.
 - Tested content with current students to ensure curriculum matched learning expectations.

Undergraduate Research Intern/ Assistant

(Jan 2021 - May 2022)

Internship, supervised by Professor Suman Banerjee and Joshua Tabor

- Developed an Augmented Reality Interface to be integrated with a mobile application for an Autonomous RC Car Test Bed to test simulated driving algorithms.
- Created virtual environments using Unity 2019/2020, C#, Rhino and ARFoundation with ARKit and ARCore to simulate the RC car's actions, being tracked using Vive Trackers.

Curriculum Development Fellow, MAYDM

(Sept 2020 - Aug 2021)

Part-Time Role, Work Study

- Developed curriculum in the form of presentations, notes, code skeletons and worksheets for 2 summer programs ranging between 3 - 7 weeks in duration.
- Delivered 4 after-school programs ranging from day-long workshops to 8 - 10 weeks in duration to introduce students to coding fundamentals.
- Served approximately 170 students throughout the year.

Programs Lead Instructor, MAYDM

(2020 - 2022)

Seasonal Full-Time Role (June - August)

- Worked closely as Program Lead with a team of 2 - 5 to deliver curriculum and content to 15 - 30 talented middle-school girls and youth of color, per program.
- Subjects taught include: AR/VR Development using CoSpaces.io; 3D Modeling using Blender and Tinkercad; Web Development; Introductory Programming using micro:bits, meow:bits, Sphero:Bots; Robotics using Hummingbird:bit and Raspberry Pi.

Honors

Research Poster Awards

HCI 20th Anniversary Event: Iowa State University

- Created a research poster for the EAGER project to summarize the work completed for our gamified learning environment, as well as future work.
- Won 3/5 awards: Best Interdisciplinary Collaboration, 2nd Place; Best Professional Presence, 2nd Place; People's Choice, 3rd Place.

HCI Fellowship, 2023-2024

Funded by Iowa State University

- Awarded as part of my admission to Iowa State University as a Master's student in Human-Computer Interaction.
- Receive a stipend and 50% tuition waiver, which supports my ability to perform research while attending university.

WISCERS Program, Cohort 2020-2021

Partially funded by the Google exploreCSR award

- A program to support students from historically underrepresented groups in computing to pursue graduate studies and research careers. Admitted as one of 19 students out of over 80 applicants.
- Worked as an Undergraduate Research Intern over the summer as part of my admission to this program.

Conferences Attended

Interservice / Industry Training, Simulation and Education Conference (IIITSEC) (Dec 2023)

- Learned about Cybersecurity Educational endeavors in Industry and Military operations for a research project.
- Attended paper sessions and seminars about Education and Accessibility in Industry and Military operations.

Certifications

- RCR Basic Course - CITI
- Youth Mental Health First Aid
- UW Human Subjects Protection Course - CITI
- LGBTQ+ Allyship Training