ANJALI GALI అంజలి గాలి अंजलि गालि

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Skills

- **C#, C, Unity, OpenXR, Unreal Engine, AR Foundation, Figma, Curriculum Development, Educational Technology Evaluation**, Python, Java, Lua, HTML, CSS, JavaScript, Procreate, Photoshop, Blender 3D, Maya, Miro, Gimp, Rhino 3D, Qualitative Research Methodologies, Usability Testing

Education

Iowa State University
(Aug 2023 - May 2025)
M.Sc. Human-Computer Interaction (GPA: 4.0),
Communications and Events Coordinator, 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

Volunteering

Volunteer Intern (Unreal Engine, Blender)
(May 2025 - Present)
Boundless Gamers
"It's a Conspiracy!"

Publications

(Accepted) P. Aragula, **A. Gali**, and K. Zarecor. 2025. **Promoting Collaboration and Empathy in an Arts-Based STEM Engagement Pilot with K-12 Tribal Students**. *In Creativity and Cognition (C&C '25), June 23–25, 2025, Virtual, United Kingdom. ACM, New York, NY, USA*, 5 pages. https://doi.org/10.1145/3698061.3734389

Honors

Research Poster Awards
HCI 20th Anniversary Event : Iowa State
- Created a research poster to share our gamified learning environment.
- 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
- Supporting students from historically underrepresented groups in computing to pursue 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.

Research/Professional Experience

Graduate Research Assistant, IOWA STATE UNIVERSITY
Project 1 : Leveraging Gamified XR Environments for Cybersecurity Education
(Aug 2023 - May 2025)
- **Working with two multidisciplinary teams of 6 to develop 2 different VR games for rural students: 1 game to teach Cybersecurity concepts, and 1 game to teach Circuitry using Figma, Unity, OpenXR and Blender.**
- Creating questionnaires and organized on-site visits to conduct semi-structured interviews with teachers and students.

Project 2 : UI/UX Design for Simulations of Points Clouds
(Dec 2023 - March 2024)
- **Developed icons, designs and wireframes for UI design of an Unreal Engine application using point-clouds to recreate environments in digital formats.**
- Used Gimp and Procreate to create icon packs for buttons, selection tools. Prototyped wireframes using Figma.

Project 3 : Camera Calibration & Unreal Engine Development
(March 2024 - September 2024)
- **Designed and implemented UI on a team of 3 for a camera-calibration app using pyQT, pyQTGraph, Unreal Engine and Python.**
- Designed three Unreal Engine scenes using open scene packs to test lighting for an LED Wall for filming.
- Participated in on-site visits to evaluate and document user needs.

Summer REU Graduate Mentor, SPIRE - EIT
(May 2024 - August 2024)
- Mentored multiple REU teams to help develop and deploy VR gamified apps to completion.
- **Taught 9 REU interns about the fundamentals of Blender, Unity and OpenXR tools to inform the creation of their larger research projects.**

Undergraduate Researcher, WiNGs Lab
(Sept 2022 - Aug 2023)
- Created an Augmented Reality interface to improve accessibility of the Arduino Interface for K-12 students with dyslexia, using ARFoundation, OpenCV, Unity and C#.
- Incorporated Open Dyslexic font and Speech-To-Text/ Text-to-Speech packages to improve accessibility.
- **Performed user study with IRB approval, conducted 1 pilot session and 7 semi-structured interviews, transcribed interviews, and coded research data using Nvivo.**

Programs/ Curriculum Specialist, MAYDM
(Sept 2021 - Aug 2023)
- **Developed curriculum in the form of presentations, notes, code skeletons and worksheets for 2 summer programs ranging between 3 - 6 weeks in duration, which was delivered to over 170 students.**
- 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.

Programs Lead Instructor, MAYDM
(2020 - 2022)
- 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: **App Development using Figma, HTML, CSS, and JavaScript; AR/VR Development using CoSpaces.io; 3D Modeling using Blender and TinkerCAD; Introductory Programming using micro:bits, meow:bits, Sphero:Bots; Robotics using Hummingbird:bit and Raspberry PI.**