ANJALI GALI

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aglia-iu.github.io

Skills

Figma
Unity
Unreal Engine
C#
Curriculum Development, Motivational Strategies, EdTech Evaluation, Qualitative Research, Blender, HTML, CSS, JavaScript, OpenXR, ARFoundation

Education

Iowa State University
(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

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 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.

Research/Professional Experience

Graduate Research Assistant, IOWA STATE UNIVERSITY
(Aug 2023 - Present)
- **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 Unity, OpenXR and Blender.**
- Creating questionnaires and organized on-site visits to conduct teacher interviews
- Working 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.**

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#.**
- Used 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.

Undergraduate Research Intern/ Assistant, WiNGs Lab
(Jan 2021 - May 2022)
- **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.

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.**
- 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: **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.**