

ALISSA HSU

Brooklyn, NY | +1 (201) 937-7984 | aoh2024@nyu.edu | <https://alissahsu22.github.io/>

EDUCATION

New York University, Courant Institute of Mathematical Sciences

New York, NY

Bachelor of Arts in Computer Science, Minor in Web Programming

May 2026

- **GPA:** 3.52/4.00 | **Courses:** Web Development, AI Fundamentals, Data Structures and Algorithms, Computer Systems Organization, Drawing on the Web, Statistics, Discrete Math

EXPERIENCE

Tribeca Immersive

New York, NY

Immersive Facilitator & De-installation Crew Member

- Developed hands-on familiarity with immersive technical system to help guide visitors effectively through each piece
- Responded to and troubleshoot live issues with interactive installations, minimizing disruption to audience experience
- Collaborated with technical crew to carefully disassemble complex, delicate installations for safe transport and storage

Ideas Lab

New York, NY

Software Engineering, Machine Learning Intern

- Developed a computer vision model (YOLOv8) with 85% accuracy to support integral in-app ball trajectory analysis
- Engineered a synthetic data generator (OpenCV) to produce 1,000+ images to account for all possible conditions
- Constructed convolutional neural networks using PyTorch and TensorFlow to create a precise object detection model

Kaizen8

Closter, NJ

Product Management Intern

- Compiled data on 100+ up-and-coming products, contributing to the company becoming a top 100 Amazon seller
- Broadened the range and diversity of the distributor network, expanding the product catalog to 2,500+ items
- Improved order fulfillment efficiency by 20% by optimizing the structure of product preparation workflows

PROJECTS

A Day in My Life (Web Experience) – HTML/CSS/JS

- Developed a responsive, interactive digital diary using animation, DOM manipulation, and user interaction to showcase narrative UX design.

HABITat (Product Design) – Arduino, Figma

- Completed full product design cycle for an Arduino-powered device that encourages environmentally conscious routines through a playful, gamified approach.

Lyric Visualizer (TouchDesigner) – TouchDesigner, Python

- Engineered a real-time, audio-reactive visualizer using 3D geometry, webcam input, and shader effects for immersive interaction design.

3D Stained Glass Angel (3D) – Three.js, JavaScript

- Created a WebGL-based 3D experience using Three.js to explore real-time rendering, light modeling, and transparent material effects.

AWARDS

- NYU 2025 Climate Change Film Festival, 2nd place

SKILLS

Programming Languages: Python, Java, C, HTML, CSS, JavaScript, SQL, PHP

Creative Tools: TouchDesigner, Arduino, Unity, Blender, Figma, Adobe Suite

Frameworks/Libraries: React, Node JS, WordPress, PyTorch, Scikit-learn, OpenCV, Deepface, Three.js, p5.js

Interests: Jack Stauber animations, running, tennis