

ALYSSA VANN

956-605-6717

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Education

Stanford University, Stanford, CA Sept. 2016 - June 2018
M.S. in Computer Science with specializations in Human Computer Interaction and Artificial Intelligence

Stanford University, Stanford, CA Sept. 2013 - June 2018
B.A. in Comparative Literature, with Honors; Studied abroad at the University of Oxford and in Santiago, Chile

Honors, Fellowships, & Leadership

Best Thesis in Comparative Literature in Stanford's Division of Literatures, Cultures, and Languages June 2017
Braden Storytelling Grant from the Stanford Storytelling Project June 2017
Hume Humanities Undergraduate Fellow at the Stanford Humanities Center Sept. 2016 - June 2017
Mellon Mays Undergraduate Fellow at Stanford University Sept. 2015 - June 2017
Digital Humanities for Caribbean History Conference Panelist at Harvard University March 2017
Caribbean Digital III Conference Panelist at Columbia University Dec. 2016
Taught sections, graded, and held office hours for Introductory Computer Science courses Winter 2015 & Fall 2016
Course Assistant for Great Ideas in Computer Science Seminar Aug. 2015 - Dec. 2015
Stanford Chappell-Lougee Scholarship Recipient (for projects in the Humanities and Creative Arts) June 2015 - Aug. 2015
Co-Directed She++ Nonprofit Video Library to amplify women's voices in the Silicon Valley Sept. 2013 - June 2014

Work Experience & Projects

Software Engineer, Bloomberg LP Sept. 2018 - Present
Data Technologies Engineering, Princeton, NJ

- Full stack development (React, Node.js, Python) for an internal data science platform

Digital Humanities Research Assistant, Center for Spatial and Textual Analysis (CESTA) June 2017 - Dec. 2017
Stanford University, Stanford, CA

- Website development and D3 mapping of photographer's journey through Greenland
- Developed visualizations for the classroom annotation platform Lacuna

Podcast Producer, Stanford Storytelling Project March 2017 - Dec. 2017
Stanford University, Stanford, CA

- Conducted interviews (in Spanish) on hair discrimination in the Dominican Republic
- Crafted story published by the Stanford Storytelling Project

Digital Humanities Data Analyst, Group for Experimental Methods in Humanistic Research March 2016 - April 2017
Columbia University, New York City, NY

- Worked on *In the Same Boats: Toward an Intellectual Cartography of the Afro-Atlantic*
- Compiled and programmatically processed biographical data, and developed timeline view

Virtual Reality Designer, Chappell-Lougee Grant to create Virtual Reality Poetry Interpretations June 2015 - Dec. 2015
Stanford University, Stanford, CA

- Designed VR experiences of poems by William Carlos Williams and Oscar Wilde
- Storyboarded scenes; modeled & textured in Maya; built experience in Unity game engine

Software Developer and Mentor, Virtual Human Interaction Lab (VHIL) June 2014 - Dec. 2015
Stanford University, Stanford, CA

- Created 360 video player to help the Stanford football team train
- Built features for studies, including tests of children's responses to VR and empathy for the elderly