

# Angela Dai

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## Education

### Georgia Institute of Technology, Atlanta, GA

Sept 2023 - *Expected May 2024*

*Master of Science in Computer Science: Concentration in Computer Graphics* **4.00 GPA**

*Bachelor of Science in Computer Science: Concentration in Media and Intelligence* **3.96 GPA**

*May 2023*

**Relevant Course Work:** Computer Vision, Computer Graphics, Video Game Design, Deep Learning, Machine Learning, Data Visualization, UX Design, Linear Algebra, Data Structures and Algorithms, Object Oriented Programming,

## Experience

### The New York Times

*Jun 2023 - Present*

*Research & Development Intern, Spatial Computing*

- Develop XR experiences to accompany NYT digital content using **JavaScript**, **Meta Spark**, and **Blender**
- Rapidly prototype builds to research product capabilities, ensure an optimal user experience, and effect reliability
- Create and present project proposals to large groups of technical and non-technical stakeholders unfamiliar with XR

### NASA

*Aug 2023 - Dec 2023*

*XR Development Intern*

- Designed a layering system for XR climate and weather visualization software to increase usability and improve 3D data analysis for NASA researchers and scientists using **C#**, **Unity**, and **XML**
- Utilized point clouds and LaGrangian dynamics to realistically model behavior climate and atmospheric data

### AGCO Corporation

*Feb 2023 - Aug 2023*

*Augmented Reality Development Intern*

- Implemented AR training tutorials and equipment guides with **Vuforia Studio** and **JavaScript**
- Built an AR mobile app to aid farmers with equipment maintenance and training using and **C#**, **Vuforia**, and **Unity**
- Overlaid CAD models onto physical equipment with model targets to guide the user through repair and training

### Georgia Tech: Digital Integrative Liberal Arts Center

*Oct 2021 - Jun 2023*

*Lead Technical Developer & Project Manager*

- Led a 3-person team to create an AR recreation of the Atlanta Pickrick protests using **Unity**, **Blender**, and **C#**
- Created an AR timeline to add historical context using image recognition and **ARFoundation**
- Developed an AR hotspot system using spatial anchors & collisions to create interaction with plaza architecture

### Viasat Inc.

*May 2022 - Aug 2022*

*Software Engineering Intern*

- Developed a StackStorm data visualization tool to monitor the event automation's trigger and action metrics for outage detection and server optimization on the team's EC2 servers using **Python** and **AWS Cloudwatch**
- Wrote unit tests to ensure automated test coverage for newly migrated features using **Python** and **Jenkins** pipeline

## Leadership

### Georgia Institute of Technology

*Graduate Teaching Assistant: Computer Graphics & Advanced Computer Graphics*

*Aug 2023 – Present*

- Clarify graphic's concepts and grade student assignments, providing debugging & implementation feedback

## Projects

### ECG Analyzer | Hackathon

*Nov 2023*

- Created a tool to view and analyze ECG data using a deep neural network and Google's PaLM LLM API
- Won BCG X Business Innovation Prize at ATL X AI Hackathon

### LetsBuild! | Hackathon

*Oct 2022*

- Developed a collaborative AR block building game to encourage more productive screentime for children using **Unity** and **C#** during HackGT

## Publications

Zhao, Yuchen, Brandy J. Pettijohn, Amanda Y. Wang, Daniel P. Keehn, Angela Dai, Joy Dang, Janet H. Murray (2021). "Exploring Location-based AR Narrative Design for Historic Site," *PRESENCE: Virtual and Augmented Reality 2021*

## Skills

### Programming:

Python, C#, Java, JavaScript, TypeScript, HTML, CSS, C, OpenGL, GLSL

### Frameworks & Libraries:

PyTorch, OpenCV, Scikit, Tensorflow, ARFoundation, Three.js, D3.js, A-Frame, Agile

### Tools:

Unity, Blender, Meta Spark Studio, Creo, Adobe Suite, Git, AWS, Docker, Visual Studio