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 AR 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 XR 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**
- Overlayed 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