

Angela Dai

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Education

Georgia Institute of Technology, Atlanta, GA

Bachelor of Science in Computer Science, **3.95 GPA**

Aug 2020–**Expected May 2024**

- Concentration in Media and Artificial Intelligence

Relevant Course Work: Computer Graphics, Computer Vision, Intro to AI, Video Game Design, Linear Algebra, Data Structures and Algorithms, Design and Analysis of Algorithms, Object Oriented Programming/Design, Discrete Math

Experience

Viasat Inc.

May 2022–Aug 2022

Software Engineering Intern

- Developed a StackStorm data visualization tool to monitor the automation's 374 trigger and action metrics for outage monitoring and optimization using **Python** and **AWS Cloudwatch**
- Migrated a server API from an internal library to an inner source solution for increased maintainability and consistency through the platform using **Python**
- Created and updated unit tests to ensure test coverage for newly migrated features using **Python** and **Jenkins** CI/CD pipeline

Georgia Tech: Digital Integrative Liberal Arts Center

Oct 2021–Present

Project Manager & Programming Lead

- Collaborated with a 7-person team to develop an interactive location-based AR app to highlight the 1965 Atlanta Pickrick protests using **Unity**, **Blender**, and **Xcode**
- Set and managed project objectives, ensuring the team remained on schedule and fulfilled all user requirements
- Led onsite demos for 30+ users and stakeholders applying participant feedback to future design considerations
- Created an image recognition-based timeline to add historical context within the app using **Unity** and **C#**

EmpathyBytes

Aug 2021–Present

Team Lead

- Managed a team of 10 to create interactive AR experiences of Georgia Tech communities
- Conducted research with GT community representatives to define design criteria and use cases
- Developed a VR representation of Georgia Tech's EE makerspace and technology using **Unity**, **C#**, and **Blender**

Georgia Tech: Augmented Environments Lab

Sep 2020–May 2021

Research Assistant

- Worked with a 3-person team to develop a VR environment to represent McCloud's "Big Triangle" of meaning using **JavaScript**, Mozilla Hubs, and Three.js
- Implemented real time model transformations using morph targets and shape keys with **Three.js** and **Blender**

Projects

SIFT Local Feature Matching | Class

Oct 2022

- Created an instance-level local feature matching algorithm for images based on a simplified version of the SIFT pipeline for Georgia Tech's "Intro to Computer Vision" class using **Python**, Pytorch, and Numpy

Moving Pictures | Independent

Sep 2022

- Developed an AR app that uses image recognition to animate photographs and create the experience of living images inspired by the magically moving photos from Harry Potter using Unity, **C#** and ARFoundation

Leadership

College of Computing Peer Mentoring

Aug 2022–Present

Peer Mentor

- Mentored a cohort of 24 computer science freshman, providing academic, social, and professional advice
- Organized monthly meetings to foster team bonding and networking amongst mentees

Skills

Programming:

Python, Java, C, C#, JavaScript, HTML, CSS, Swift, Assembly

Frameworks & Libraries:

Numpy, PyTorch, JavaFX, ARFoundation, Three.js, A-Frame, Agile, Scrum

Tools:

Git, AWS, Docker, Unity, Blender, Adobe Suite, Figma, Xcode, Visual Studio