

Angela Dai

617-888-3408 || adai24@gatech.edu || [linkedin.com/in/adai24](https://www.linkedin.com/in/adai24) || github.com/angles-d

Education

Georgia Institute of Technology, Atlanta, GA

Master of Science in Computer Science

Aug 2022–May 2024

- Concentration in Human-Computer Interaction

Bachelor of Science in Computer Science, 3.95 GPA

Aug 2020–May 2023

- Concentration in Media and Artificial Intelligence

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

Experience

Viasat Inc.

May 2022–Present

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 **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 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**
- Created an image recognition-based timeline to add historical context within the app using **Unity** and **C#**
- Set and managed project objectives, ensuring the team remained on schedule and fulfilled user requirements
- Led onsite demos for 30+ users and stakeholders applying participant feedback to future design considerations

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 experience design criteria
- Developed an interactive navigable AR/VR representation of Georgia Tech's EE makerspace using **Unity**, **C#**, and **Blender**

Projects

Mint to Be | Figma

Aug 2021–Dec 2021

- Created the UI and UX for a collaborative meal planning app designed to streamline the meal organizational process for college students using **Figma**
- Executed the entire development process, including user research, prototyping, and presentation

Nourish | Android Studio, Java

Oct 2020

- Won "Most Inclusive of Diversity" prize by creating a wellness affirming nutrition app using **Java** and **Android Studio** at the "Hack Like Women at College of Computing" hackathon

Organizations

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

Tools:

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