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 experience design criteria
- Developed a location-based VR representation of Georgia Tech's EE makerspace 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
- Edited and animated 3D vertex meshes used in the scene with **Three.js** and **Blender**

Projects

Moving Pictures | Unity, ARFoundation, C#   *Sep 2022*

- Developed an AR app that uses image recognition to superimpose videos onto physical images to create the experience of alive and moving photographs inspired by the magically moving photos from Harry Potter

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

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