

# 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** and **Meta Spark Studio**
- Rapidly prototype builds to research product capabilities, effect reliability, and concept feasibility
- Propose new prototypes and design concepts to wider R&D team and non-technical campaign partners

### NASA

*Aug 2023 - Dec 2023*

*Extended Reality Development Intern*

- Designed a layering system for virtual reality climate visualization software to increase usability and improve 3D data analysis for NASA researchers and scientists using **C#**, **XML**, and **Unity**
- Collaborated with NASA scientists and UX researchers to determine system needs and optimal user interaction
- Successfully integrated system with existing codebase, writing testing and debugging to ensure seamless integration

### Georgia Tech: Digital Integrative Liberal Arts Center

*Oct 2021 - Jun 2023*

*Lead Technical Developer & Project Manager*

- Led a team in crafting augmented reality (AR) exhibition of a historical Atlanta protest using **C#**, and **Unity**
- Engineered an AR hotspot system utilizing spatial anchors to enable interactive experiences with the environment
- Attended weekly design meetings with the lead project professor, providing technical input and offering feedback
- Ensured project progress was in alignment with established milestones and fulfilled stakeholder requests

### 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

*Aug 2023 - Present*

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

- Clarify graphics concepts and grade student assignments, providing debugging & implementation feedback in **Java**

## 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 in **Python**
- Won BCG X Business Innovation Prize at ATL X AI Hackathon

### LetsBuild! | Hackathon

*Oct 2022*

- Developed a collaborative AR building game to encourage more productive screentime for kids using **C#** & **Unity**

### Nourish | Hackathon

*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 the College of Computing" hackathon

## 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:

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