Angela Dai

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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: Computer Graphics, Video Game Design, Computer Vision, Intro to AI, Intro to UI, Data Structures and Algorithms, Design and Analysis of Algorithms, Linear Algebra, 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 the 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

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
Frameworks & Libraries:	Numpy, PyTorch, JavaFX, AR Foundation, Three.js, A-Frame
Tools:	Git, AWS, Docker, Unity, Blender, Adobe Suite, Figma, Xcode