

Ari Faith Riggins

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EDUCATION

Bachelor of Arts (A.B.) in Computer Science

Princeton University, Princeton, NJ

May 2023

- GPA: 3.5
- Minor: Visual Arts
- Received Lucas Award in Visual Arts 2023
- Alumni Interviewer 2023-2024

SKILLS

Java

Python

JavaScript

Data Visualization

Unity 3D

C#

Matlab

Next.js

ArcGIS

HTML

CSS

Adobe Illustrator

Figma

UX

EXPERIENCE

Software Development Intern | C2SEA

Jan 2024 - Present

- Working with the development/consulting team to design and build crypto solutions and features for the Glacier desktop secure messaging app.
- Currently reviewing various codebases and writing user guides and recommendations for future developer onboarding.

Research Intern | Hunter College, VR REU

Jun - Aug 2022

- Created an augmented reality visualization reflecting US housing data through a morphing 3D model and deployed it as an iOS application.
- Investigated the impact of different visualization methods using Unity 3D (ARKit) and C# scripting.
- Worked under the mentorship of Dr. Courtney Cogburn, director of the Cogburn Research group at Columbia University.

Research Associate | Ida B. Wells Just Data Lab

Jun - Aug 2021

- Served as a member of the Algorithmic Policy Team tasked with researching and evaluating policies on algorithms across the 50 states.
- Collaborated to create meaningful rating criteria for state government policies and build our dataset.
- Statistically evaluated state data to create heat maps using ArcGIS displaying these ratings by state.
- Produced final report and documentation on findings as well as recommendation for next steps within the team.

Research Intern | University of Maryland, TREND REU

Jun - Aug 2020

- Completed the Training and Research Experience in Nonlinear Dynamics at the Institute for Research in Electronic & Applied Physics.
- Cleaned, parsed, and mapped large data sets containing thousands of e-scooter trip origin and destinations by geographic sections using MatLab.
- Mapped future e-scooter trips using research groups' machine learning predictive methods for estimation.
- Published paper in IEEE can be viewed here: <https://ieeexplore.ieee.org/document/9905516>

Student Fellow | Carl A. Fields Center, Princeton University

2019 - 2023

- Trained to serve as a peer leader advocating for diversity, inclusion, and social justice in the Princeton community.
- Held workshops, providing one-on-one support, and facilitation of sensitive discussions.

Student Building Coordinator | Princeton University

2021 - 2023

- Provided administrative assistance and front facing support to address issues within the Lewis Arts Complex.
- Provided organization through mail and package reception as well as schedule coordination for building spaces.

Game Developer | 3D Mini Golf Three.js Game (Student Project)

- Collaborated with team to make mini golf web app, linked here: <https://atanastenev.github.io/3dgolf/>
- Project Write-up can be found here: <https://github.com/atanastenev/3dgolf/blob/main/WriteUp.pdf>

Web Developer | ResNFT Trading Platform (Student Project)

- Created a NFT minting and trading platform for deposit based restaurant reservations.
- Organized routing, front-end design, and flow of data from Prisma database to Nextjs app.
- <https://cos-471-resnft.vercel.app/>

RESEARCH

Senior Thesis Project | Augmented Reality Research Study

2023

- Developed and completed research project on the impacts of temperature on AR experiences.
- Created mobile app to display 3D animations triggered alongside physical temperature changes using Unity 3D.
- Held user study and organized interviews with participants to evaluate the project.

Independent Research | Data Visualization Project

2022

- Completed self-driven research project into the creative, animated visualization of data on racial and gender media representation.
- Webpage with resulting visualizations can be found here: <https://aririggins.github.io/index2>