Ari Riggins

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Education

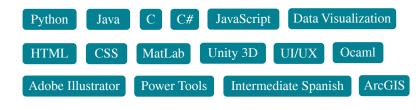**Princeton University**, Princeton, NJ | expected graduation: May 2023 | A.B. degree
>   Major: Computer Science | Minor: Visual Arts
>   GPA: 3.5

The Key School, Annapolis, MD | graduation May 2019

Rhode Island School of Design, Providence, RI | Young Artist: Art School Certificate (2015-2019) 108 contact hours

Technical Skills

Python | Java | C | C# | JavaScript | Data Visualization
HTML | CSS | MatLab | Unity 3D | UI/UX | Ocaml
Adobe Illustrator | Power Tools | Intermediate Spanish | ArcGIS

Experience

VR REU @ CUNY Hunter College

Research Intern | June 2022 - July 2022
- ★ Created an augmented reality visualization 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.

Trend REU @ University of Maryland

Research Intern | May 2020 - August 2020
- ★ Completed the Training and Research Experience in Nonlinear Dynamics at the Institute for Research in Electronic & Applied Physics.
- ★ Mapped large data sets containing e-scooter trip origin and destinations by geographical breakdown of census blocks using MatLab
- ★ Mapped future e-scooter trips using research groups' predictive methods for estimation.
- ★ Received award for third best project overall.
- ★ Published paper in IEEE can be viewed here: https://ieeexplore.ieee.org/document/9905516

Ida B. Wells Just Data Lab

Research associate | June 2021 - August 2021
- ★ Developed a numerical rating scale for AI and Algorithms policies.
- ★ Analyzed data and created an interactive geographical map of the United States displaying this policy data using ArcGIS.

3D Mini Golf Three.js Game

Game development team (3 students) | Spring 2022
- ★ Collaborated with team to make mini golf web app found here: https://atanastenev.github.io/3dgolf/
- ★ Project Write-up can be found here: https://github.com/atanastenev/3dgolf/blob/main/WriteUp.pdf

TigerMap Web App

Web Design Team (3 students) | Fall 2021
- ★ Worked and collaborated on both front and back-end to Develop a web app to enable Princeton students to interactively navigate buildings and locate desired rooms on campus.
- ★ Routed between the map of buildings to different floors allowing for room number search, and clickable navigation using JavaScript and Python.
- ★ Created our own database using MongoDB by taking information from the university's registrar; queried the database to display class schedules.

Coursework

Senior Thesis Project

Augmented Reality Application | Fall 2022 - Spring 2023
- ★ Currently working to create an augmented reality gallery show by way of a mobile app using Unity.
- ★ Working to give users both a virtual and physical experience of sculpture and the gallery space.

Independent Research

Data Visualization Project | Spring 2022
- ★ Completed a self-driven research project into the creative and animated visualization of data on racial and gender media representation.
- ★ Scraped input data from TikTok to generate datasets.
- ★ Webpage with resulting visualizations can be found here: https://aririggins.github.io/index2