Beatrice Hoang

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Computer Science and Modern Culture & Media student interested in the bridge between technology and filmic arts.

EDUCATION

Brown University   Expected graduation May 2024

Pursuing Double Concentration : Sc.B. in Computer Science and Modern Culture & Media

Relevant Courses:

- Computer Vision
- Intro to Software Engineering
- Digital Worlding
- Data Science
- VR for Data Visualization
- Computer Graphics

RELEVANT SKILLS

Java Python SQLite3 ReactJS HTML5 CSS TypeScript Unity – C#

WORK EXPERIENCE

Teaching Assistant   June 2022 — July 2022

Pre-College Artificial Intelligence course at Brown University — Providence, RI

- Developed and delivered feedback on assignments
- Guided high school students' understanding of AI and Python coding assignments in office hours

Piano Teacher   Sept 2021 — Present

Providence School of Music — Providence, RI

- Facilitate weekly individual piano lessons for 32 students, ranging from 3 years old to 70 years old

PROJECTS

OctoQuiz: Gaming for Education   May 2022

Software Engineering Course Final Group Project

- A geometric obstacle web game with teacher access to statistics and game creation that presents students with question-based obstacles. Responsibilities included building questions page, database communication, and testing using React, Firebase, and Selenium. Play here.

Virtual Reality Piano Visualizer   May 2022

VR for Data Visualization Course Final Project

- Visualized MIDI data onto a VR player piano in a collaborative space, where the height of the keys represented volume. Responsibilities include implementing features in Unity using C# and Normcore to pause/play, choose pieces, and change speed.

Descent: Sea Exploration Game   Dec 2021

Digital Worlding Course Final Group Project

- Descend into the caldera and explore what creatures lie below. Small desktop game created with Unity. Responsibilities included scripting interactions and movement in C#, and consolidating teammates' parts into Unity.

Image to LaTeX   May 2021

Computer Vision Course Final Group Project

- A character-by-character convolutional neural network model to convert handwritten Math equations/symbols into LaTeX markup language. Responsibilities included translating CNN output into LaTeX markup.