

BEATRICE HOANG

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

Cell:

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www.beatricehoang.com

SKILLS

Programming:

- Java
- Python
- React
- HTML/CSS/Typescript
- SQL
- C# for Unity

Digital Applications:

- Adobe Photoshop
- Adobe Premiere Pro
- Spreadsheets
- Slideshows

Other:

- Digital Photography
 - Film Photography
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In my free time I enjoy solving Rubik's cubes, embroidering, longboarding, and swimming.

EDUCATION

Brown University, Providence, RI — Expected graduation May 2024

Pursuing Double Concentration : Sc.B. in Computer Science and Modern Culture & Media (Production track)

Relevant Courses:

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| <ul style="list-style-type: none">• Computer Vision• Intro to Software Engineering• Computer Graphics | <ul style="list-style-type: none">• Digital Worlding• Data Science• VR for Data Visualization |
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PROJECTS

OctoQuiz: Gaming for Education | Software Eng. Final Group Project | May 2022

A geometric obstacle game that presents students with question-based obstacles. Teachers have access to student result statistics and can import custom question sets, simplifying the analysis and creation process. Responsibilities included frontend questions input page creation using React. Play here: <https://bhthng098.github.io/octoquiz/>

Virtual Reality Piano Visualizer | VR for Data Vis Final Project | May 2022

Visualized MIDI data onto a VR player piano in a collaborative space, where the height of the keys represented volume. Features: pause/play, 5 pieces to choose from, slow down/reset speed. Made in Unity with Normcore.

Image to LaTeX | Computer Vision Final Group Project | May 2021

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.

Descent: Sea Exploration Game | Worlding Final Group Project | Dec 2021

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

VARIOUS WORK EXPERIENCE

Piano Teacher, Providence School of Music | Providence, RI | Sep 2021 - Present

Teach weekly individual piano lessons for 32 students ranging from 3yo to 70yo.

3D Lab Work Service, National Center for Preservation Technology and Training | Natchitoches, LA | Aug 2018 - Mar 2020

Operated 3D scanning software and 3D printer to capture digital models of historical artifacts from Poverty Point Park. Completed organizational tasks around the lab and reported to the NCPTT's Chief of Technical Services.

ACTIVITIES

Fashion @ Brown | Photographer | Aug 2020 - Present

Photograph events and editorial for F@B's digital presence and publications.