BEATRICE HOANG

Computer Science and Modern Culture & Media student interested in the bridge between technology and filmic arts. Interested in cross-disciplinary applications of visual computing and engaging old and new media theories to interrogate modes of representation in film.

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SKILLS
Digital Applications:
- Adobe Photoshop
- Adobe Premiere Pro
- Spreadsheets
- Slideshows

Programming:
- Java
- Python
- HTML/CSS
- SQL
- Unity

Video Cameras:
- Sony A7ii
- Bolex H16 16mm

Other:
- Digital Photography
- Film Photography

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

EDUCATION

Brown University, Providence, RI — Expected graduation 2024

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

Media Courses Include:
- Digital Worlding
- Cinematic Narrativity
- Star Studies
- Intro to Filmic Practice in 16mm

Computer Science Courses Include:
- Computer Vision
- VR for Data Visualization
- Software Engineering
- Computer Graphics
- Data Science

ACADEMIC PROJECTS/ACTIVITIES:

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.

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/

Growing Up | Short Film, Found Footage | 4 minutes | Jun 2022

Directed and edited a film about my growing-up experience. On Vimeo

VARIOUS WORK EXPERIENCE

Piano Teacher, Providence School of Music; Providence, RI — 2021 - Present

Piano teacher for students ages 3 to 70

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.