

# BEATRICE HOANG

Computer Science and Modern Culture & Media student interested in the bridge between technology and visual/performing arts

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## EXPERIENCE:

### **National Center for Preservation Technology and Training** | 3D Lab Assistant

August 2018 – March 2020

- » Oversaw archival 3D scanning and 3D printing of poverty points in the NCPTT's 3D Lab.

### **Providence School of Music** | Piano Teacher

September 2021 – Present

- » Piano teacher for students 3 years old and up

### **Veksler Academy of Music & Dance** | Piano Teacher

February 2021 – August 2021

- » Piano teacher for students 3 years old and up

## PROJECTS:

### **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.

### **OpenGL Scene Viewer** | Computer Graphics Project

June 2020

- » An interactive scene viewer program in OpenGL that takes in a scene file and allows the user to rotate the camera and translate/scale the scene.

### **Spotify Genre Prediction** | Data Science Final Group Project

August 2021

- » Predicted songs' genre using a tuned K-Nearest Neighbors model, scraping data from Spotify's API and genre-specific playlists.

### **Movie Information VR App** | Unity Engine Project

January 2021

- » VR application to interactively browse movie details. Implemented wayfinding, object transformation, and UI functionality

## EDUCATION:

### **Brown University** | (3.5 GPA)

BS in Computer Science, Modern Culture and Media

(Double Concentration)

Expected May 2024

## SKILLS:

Python • C++ • JAVA • HTML5 • CSS  
• SQL • LaTeX • Unity

## RELEVANT COURSEWORK:

Computer Vision

Data Science

ColumbiaX: Artificial Intelligence

UCSDX: Computer Graphics

UCSDX: Creating Virtual Reality Apps

Linear Algebra

Intro to Discrete Structures

UCSDX: How Virtual Reality Works

## ACTIVITIES:

### **Fashion @ Brown** | Photographer

August 2020 – Present

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

### **Brown|RISD Innovation Community** | Cohort Member

January 2021 – Present

- » Interdisciplinarity collaboration between Brown and RISD students on creative projects

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