### **BEATRICE HOANG**

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

Cell: <u>512-521-4755</u> Email: <u>beatrice\_hoang@brown.edu</u> Website: <u>www.beatricehoang.com</u>

### **EXPERIENCE:**

### **National Center for Preservation Technology and**

Training | 3D Lab Assistant

August 2018 - March 2020 | Natchitoches, LA

» 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 | Providence, RI

» Piano teacher for students 3 years old and up

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

February 2021 – August 2021 | Sunnyvale, CA

» 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.

# **Descent: Sea Exploration Game** | Digital Worlding Final Group Project | Scripter

December 2021

» Descend into the caldera and explore what creatures lie below. Created with Unity.

## **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.

### **EDUCATION:**

### **Brown University**

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

**Digital Worlding** 

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.