ALIZA CAMACHO

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EDUCATION

Candidate for B.A. in Computer Science and Anthropology

SEPT 2016 - MAY 2020

- Past Coursework: Data Structures, Combinatorics and Graph Theory, Computer Systems
- Fall 2018: Introduction to Algorithms, Artificial Intelligence

SKILLS

Languages: Java, Python, HTML, CSS, JavaScript, C Tools: Trotec Laser Engraver, CorelDRAW, 3D Printer

EXPERIENCE

Research Intern

SEPT 2018 - PRESENT

MIT Media Lab

Boston, MA

- Analyzing satellite data of the water hyacinth in West Africa
- Comparing data collected with drones versus data collected with satellites
- Collecting cultural information of West Africa to complete comprehensive ethnography

Research Intern

JUNE 2018 - AUG 2018

Virginia Tech Research Center

Arlington, VA

- Completed UI/UX design of the worker interface in the Groundtruth software
- Prepared IRB Protocol, consent form, and pre-surveys for pilot and final studies
- Collected and organized quantitative data of 500+ study participants
- Created Python data scripts and visualizations to analyze pilot study results

Research Assistant

SEPT 2017 - MAY 2018

Wellesley College

Wellesley, MA

- Designed and created models to demonstrate math concepts such as the Pythagorean Theorem
- Tested models in outreach activities with elementary school children and college students
- Presented the research's purpose and final models at 2018 Ruhlman Conference

PROJECTS

El Table Tabs (OCT 2018)

- Implementing using Django with PostgresSQL
- Database system to track customers' tabs at Wellesley's student-cooperative café: El Table

Musique (DEC 2017)

- Implemented using a Java GUI and undirected cyclic graph structures
- The program takes a user's lyrics and creates a random melody

VOLUNTEERING

MIT Beautiful Patterns (MAY 2018)

- Instructed a class of 20+ high school women about computational thinking and the basics of computer science
- Created and organized curriculum and activities taught in HTML, CSS, and JavaScript

Wellesley Robogals (SEPT 2017 - MAY 2018)

- Introduced third to fifth-grade girls to computer science through tech and engineering workshops
- Guided the girls through personal projects implemented in Scratch