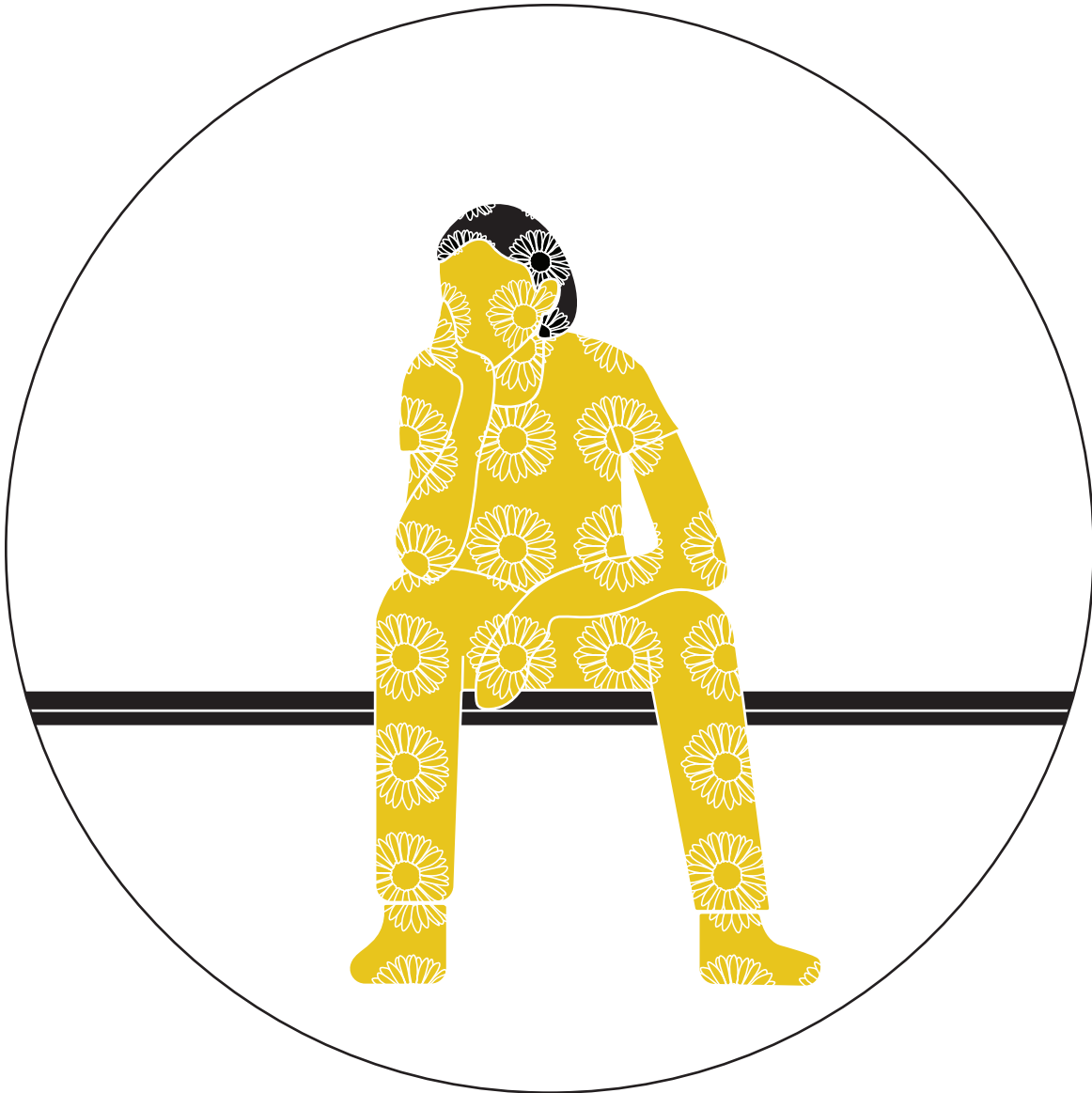


# Aliza Camacho



**[alizacamacho@gmail.com](mailto:alizacamacho@gmail.com)**  
**(661)364-8217**

# Lonely Nightmare

## Course:

Digital Imaging

## Tools:

Adobe Illustrator

Light Sensitive Emulsion

UV Light

Speedbal Ink

Transparencies

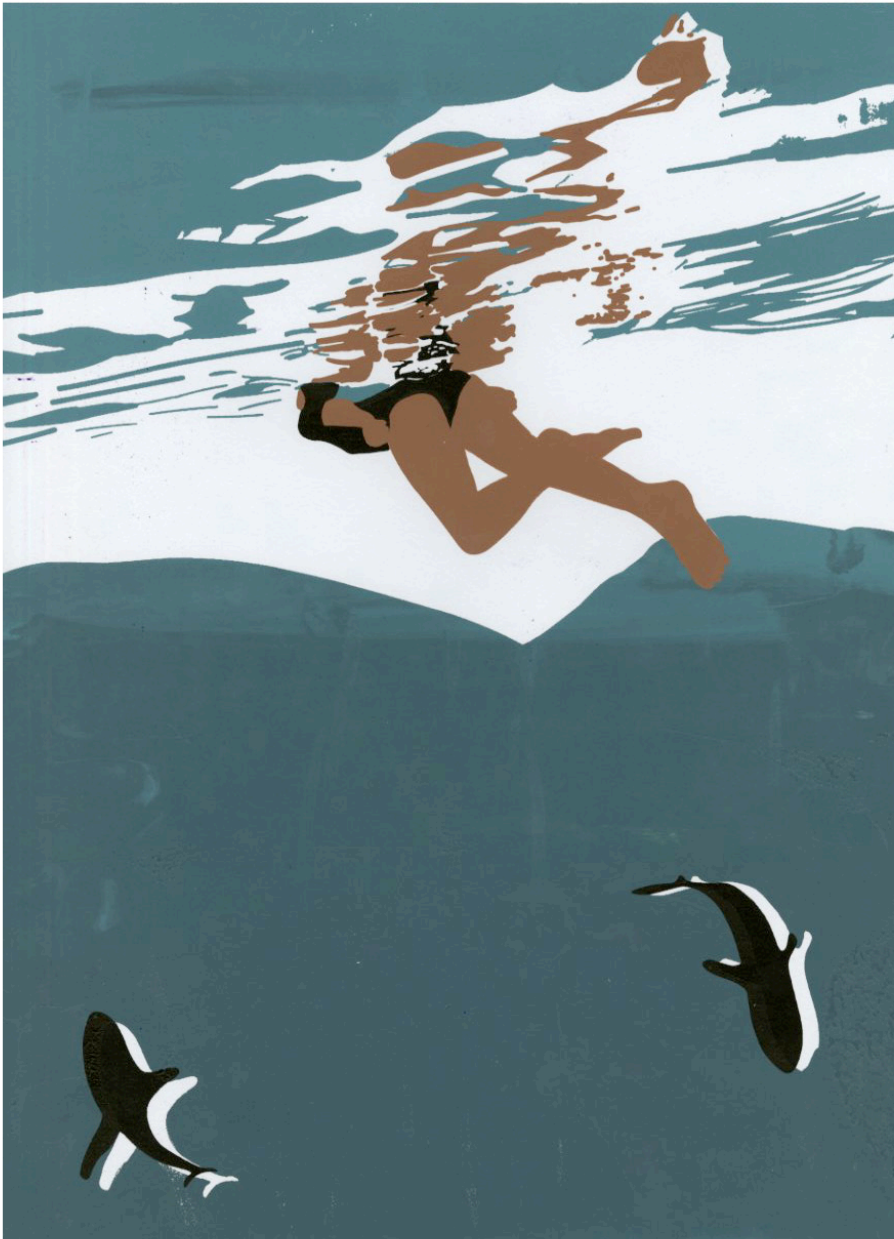
## Abstract

For my final assignment, I could use any tools I learned from the class. I decided to create a screenprint using the theme dreams and nightmares. I got inspiration for the project because I usually don't remember my dreams, but can vividly remember my nightmares. This piece illustrates one of my dreams in which I was swimming with friends, when it suddenly became dark and I was alone in crystal clear water. Below me I could see sharks swimming below, but because the water was so clear I couldn't tell how close they were.

## Process

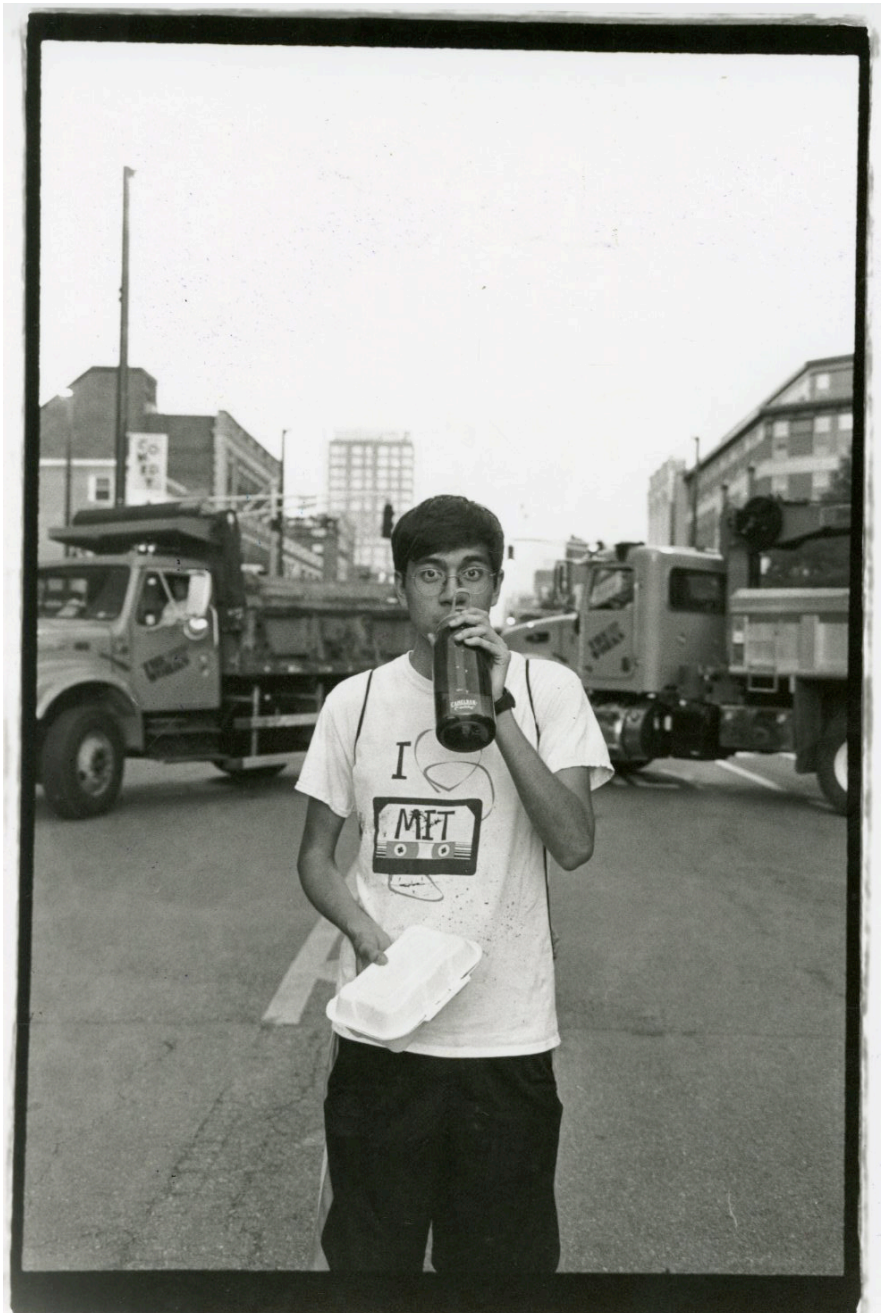
I chose to use a digital to print method. I began by creating the file on illustrator, in which each layer represented a different color to be screenprinted later. Then I printed each layer onto a transparency as solid black. With an emulsion covered silk screen I exposed 3 screens to the different layers. From here I mixed my colors and began printing. I began with blue layer, which was actually three different blues, and printed onto 15 papers of similar size.

I proceeded to the tan and black layers after each layer dried. I ended with 15 final prints, which were exchanged in a portfolio swap.



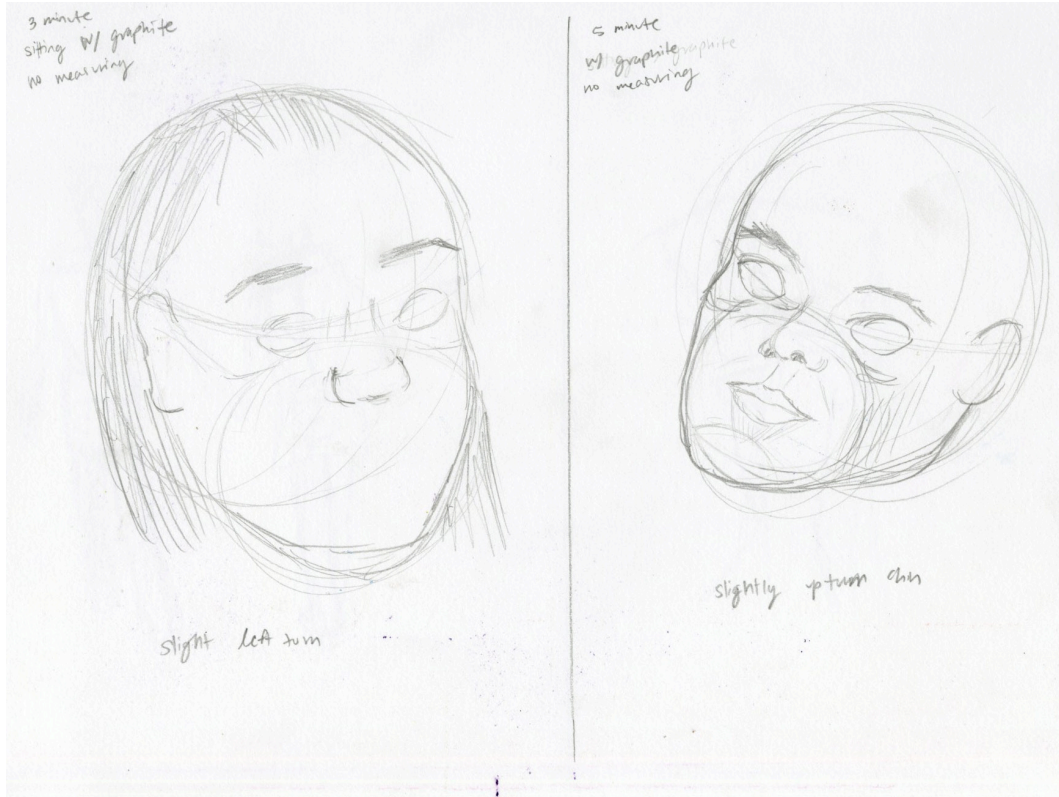


## Blocked Boston Roads



## Succulent Windosilll





## Sketches: Figure Drawing

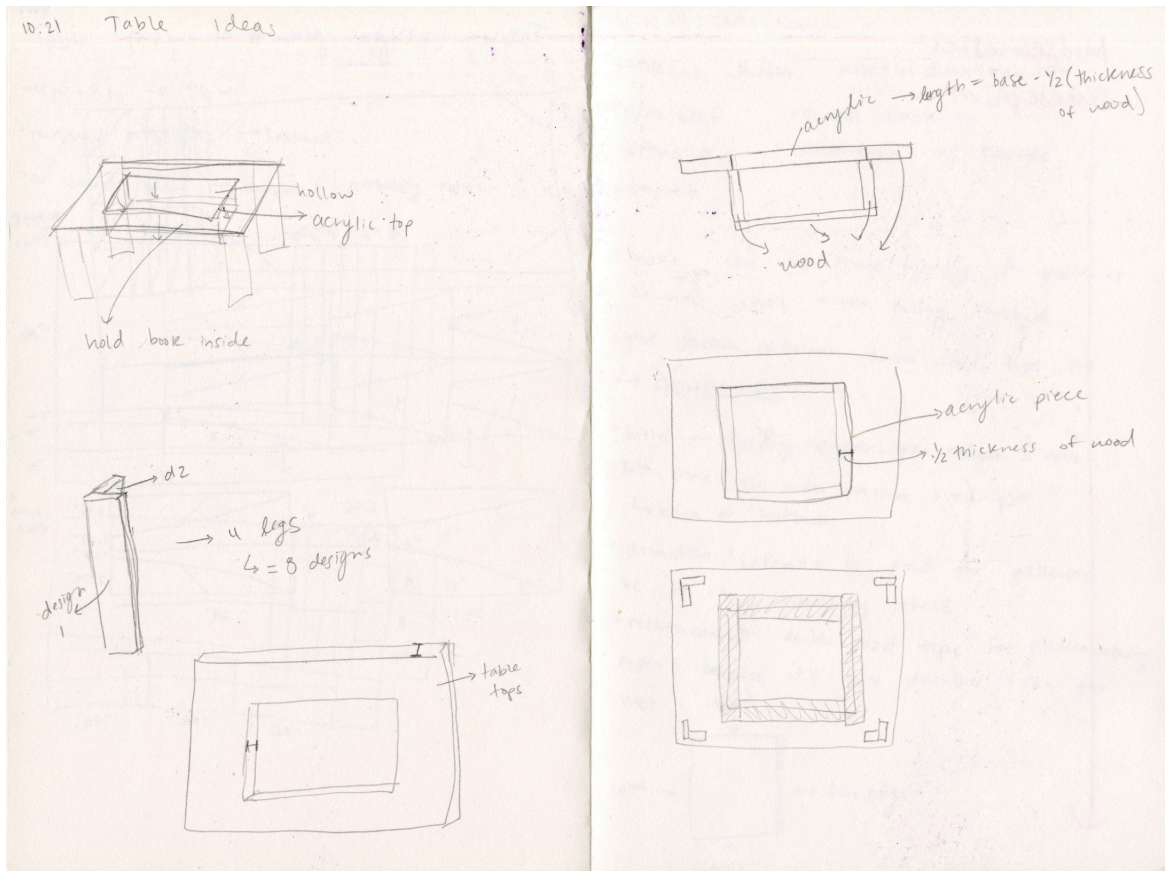
### Abstract

Learning to draw is an endeavour only successful with practice. I began figure drawing by practicing seeing. I would do quick sketches of skulls and people's faces with contour drawings. With more practice, I began to limit my drawing time to see if I could get faster at initial sighting.

For longer drawings, I would give myself time to check angles with sighting. One of my final drawings was the self portrait to the right.



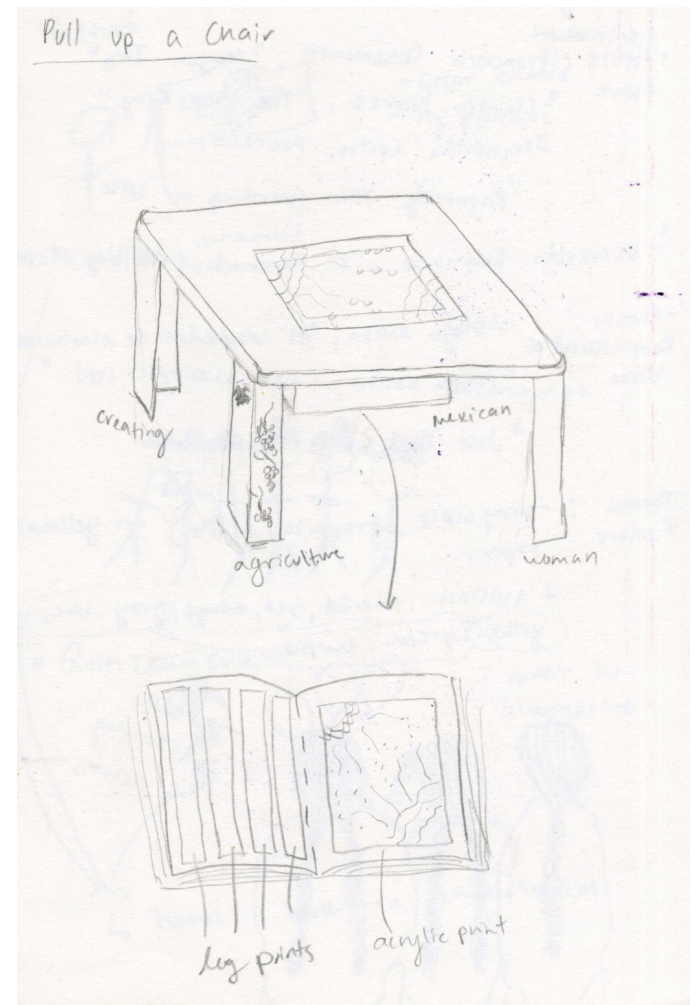




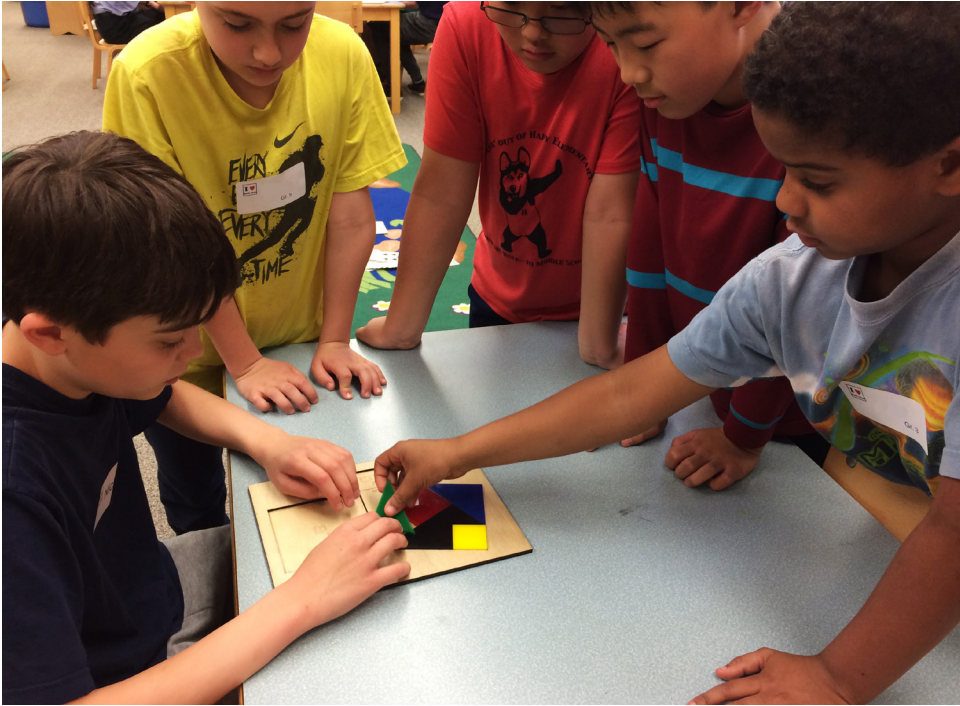
## Abstract

I am currently working on a project with the theme Flat to Form. In printmaking, it can be tempting to make all your artwork flat, but printmaking is about exploring and experimenting, including with dimensionality. In this project I am planning to cut all the pieces of the table with max 3/4in wood. I will then laser engrave my art onto the wood, then relief print with the blocks. Once printing is done, I plan to assemble the table and assemble the prints into a bound book. The installment will consist of the table and the book on top, and encourage to "pull up a chair" and flip through the prints.

## Sketches: Pull Up A Chair







# Pythagorean Puzzler

## Work:

Research Assistant in Engineering and Math  
Wellesley College

## Tools:

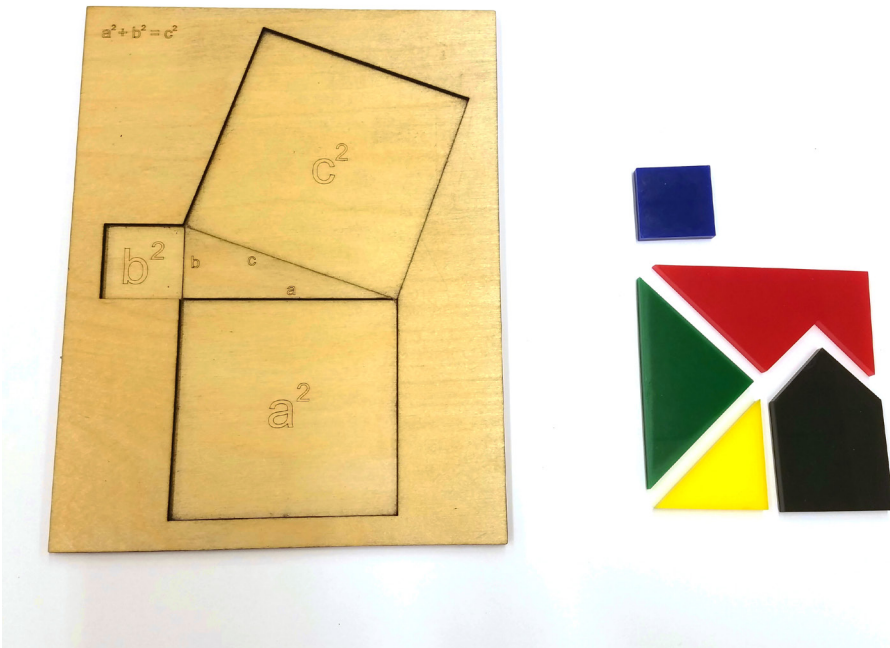
Corel Draw  
Trotec Laser Cutter  
Baltic Birch Wood  
Acrylic Plastic

## Abstract

Math Professor, Ann Trenk, is a visual learner and teacher. She found herself often using models in the classroom but the paper and cardboard models she made herself weren't durable enough to last the years of teachings. Engineering Professor, Amy Banzaert, saw this need and recruited me to work on the project. I began work on the most important puzzle, the Pythagoren Puzzler. Professor Trenk uses these models in her intro math courses but also at her volunteering at the local elementary school math club.

## Process

To create these puzzles, i began with a worksheet that Professor Trenk normally uses for this theorem. The worksheet required the student to cut out the triangles and show that the puzzle pieces in  $a^2$  and  $b^2$  can fit into  $c^2$ . Trenk wanted a durable, tactile version of this worksheet so I began by making the interface more interactive with a foam core model and sharpie colored pieces. Next, I thought about durability, from being tossed around by kids to being taken around by Trenk. I then began modeling the foam core prototype onto wood and colored acrylic. The final models were then tested in the local math club.



# Localness and Urbanness in Geographic Crowd Work

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## Abstract

Localness is increasingly viewed as fundamental to crowd work, from volunteer mapping in OpenStreetMap to paid verification of local information on Amazon Mechanical Turk (MTurk). However, it remains unclear what makes localness beneficial. We investigate how the common meaning of localness, *physical proximity*, influences people's success in geographic crowd work and propose a novel second dimension of localness, *urbanness distance*. In a study of volunteer work in Humanitarian OpenStreetMap Team (HOT), we find that success decreases when volunteers live (a) farther away or (b) in differently urban (or rural) areas. In a second study of crowdsourced image geolocation on Amazon Mechanical Turk, proximity and urbanness distance provides no additional performance benefits. Our results suggest that previous conceptions of localness are too simple. Instead, localness may be a multidimensional concept, varying based on the kind of task or incentive.

# Groundtruth

## Work:

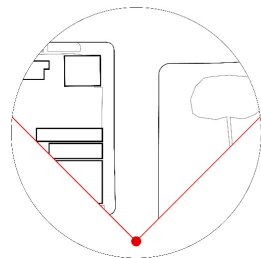
Research Intern in Human Computer Interaction  
Virginia Tech Research Center, CrowdLab

## Tools:

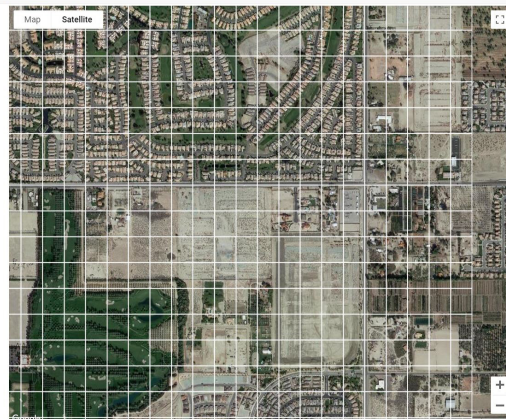
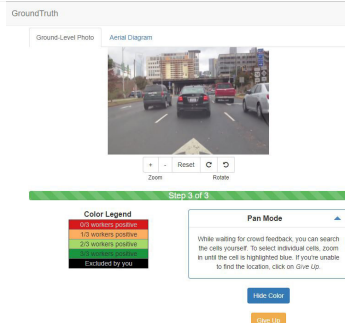
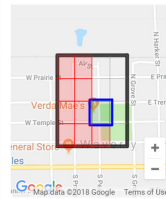
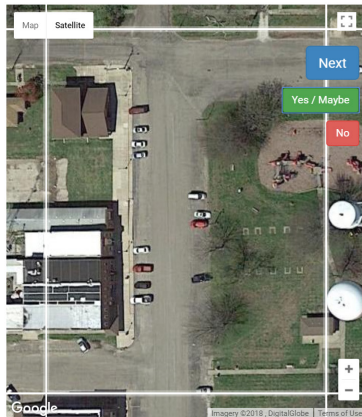
Amazon Mechanical Turk  
HTML & CSS & Javascript  
Academic Writing  
Data Collection & Visualization

# Abstract

The Crowdlab at Virginia Tech Research Center is dedicated to conducting research with crowdsourcing. *Crowdsourcing* is when you have a mass of people, which typically come from online, and have each person complete a small task to contribute to a greater project. My team was creating a software called Groundtruth (GT). GT is meant for experts, such as journalists, who have an image they need to geolocate. The software utilizes crowdworkers, also called mturkers, from Amazon's Mechanical Turk to help locate the photo. The expert provides an aerial sketch of the image they want located and chooses on a map where the photo is suspected to be. GT would divide the section of the map and send each division to a mturker. The mturker would then be tasked with answering whether they thought the photo was in the subdivisions or not. After many mturkers answer, GT accumulates the answers into a final map with colors ranging from dark red, light red, light green, to dark green. The colors would tell the expert to start their search in the dark green areas. With this software, I was studying how the mturkers worked and how their urbanness or ruralness effect their ability to locate the image. My final work assignment was writing my findings from the summer into our academic paper.



Zoom in Zoom out Reset  
Rotate ⌂ Rotate ↻



alee31's Tab Balance: 23.25

#### Recent Orders

Click on the order to see details.

[Click here to make a payment and to view recent payments.](#)

2019-05-21 03:12:25 \$17.25 7

Item	Item Total	Item Quantity
San Pellegrino	\$1.25	1
Candy	\$0.25	1
Small Chips	\$0.75	1
Le Petit Francais	\$18.0	3
Nutella Croissant	\$3.0	1

#### Inventory

##### Add more of an ingredient

Select an ingredient:

Enter a quantity:

##### Current quantities

###### bread

sourdough 49

tortilla 51

croissant 47

bagel 51

rosemary garlic 51

#### El Table Menu Items

Please Select 1 or More Menu Items to Add to Order

Name	Price	Add to Cart	Customize	Total Price: 0	<input type="button" value="Checkout!"/>
Yohoo	1.0	<input type="button" value="Add to Cart!"/>			
San Pellegrino	1.25	<input type="button" value="Add to Cart!"/>			
Capri Sun	0.75	<input type="button" value="Add to Cart!"/>			
Candy	0.25	<input type="button" value="Add to Cart!"/>			
Full Size Chips	1.0	<input type="button" value="Add to Cart!"/>			
Small Chips	0.75	<input type="button" value="Add to Cart!"/>			
Yogurt	2.0	<input type="button" value="Add to Cart!"/>			
Kashi bar	1.0	<input type="button" value="Add to Cart!"/>			
Gum	1.0	<input type="button" value="Add to Cart!"/>			

# Tab Tracker

## Course:

Databases with Web Applications

## Tools:

HTML & CSS & JavaScript

MySQL

Python

Flask

# Abstract

El Table is a student-run cooperative at Wellesley College, which runs on a tab system, in which people can place orders and pay later. I have worked at El Table since my Sophomore year at college. Since we are student-run, our business infrastructure is not the best, including our finances. Right now, all tabs are kept on an excel sheet and monitored by our student financial manager. The tab's excel sheet has a great deal of room for user error and possibly losing money for the business. I started this application as a group project for my databases class and have been working on it since. The web application tracks the purchases and tabs of our customers, allows manual

payments, and manual inventory tracking. With this, our information is not only stored safely in a database but also we have purchasing data to create insights about our customers and shopping habits. As of right now, the project is still in development. I am working on incorporating El Table's brand and security measures for the application. The goal of the app is to be able to complete user testing with my employees, then a pilot study during one shift, and a pilot study of the application online.

#### ABCD

##### includes:

wheat ☒ \$2

cheddar ☒ \$1.5

bacon ☒ \$1.5

dijon ☒ \$0

apple ☐ \$0.5

##### add ons:

Item Price: 5

sourdough ☐ \$2.0

tortilla ☐ \$0.5