Cassandra Naomi Monden

Artist & developer focused on interactive experiences and narratives.
Seeking a full-time position creating installations, performances, and games.

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Education

Georgia Institute of Technology   Atlanta, GA

Bachelor of Computational Media in

    Media, Interaction Design and Experimental Media   June 2015 - Dec. 2021

Experience

Expressive Machinery Lab   Aug. 2018 - Present

- Developed the interactive dance experience, LuminAI, in Unity using machine learning and motion capture inputs including MediaPipe, the Microsoft Azure Kinect, and the Rokoko Smartsuit.
- Developed the web and tabletop touch screen educational experience, Xylocode, in Unity. Built and presented with the Ideum Pro Interactive table at the Museum of Science and Industry in Chicago, IL during April 2022.

OFS Optics   Summer 2020

- Created and maintained various utility and web applications using C# and ASP.NET.

Projects

LuminAI

- Utilizes Unity, C#, MongoDB, the Azure Kinect, the Rokoko Smartsuit, MediaPipe, and machine learning to create a fully interactive dance partner that can learn co-creatively.
- Developed and maintained LuminAI's live interactive dance demonstration using Unity, including projection of a live AI avatar onto Holo-Gauze. Presented at the Computer Museum of America in March 2023 and upcoming performances at Kennesaw State University and Georgia Tech in April and May 2023.
- Collaboratively performing a dance and creativity study with Kennesaw State University.
- Assessed and interviewed incoming candidates to join an ongoing ten-year-old project.

The Blademistress Trials

- Utilizes Unity, C#, Blender, and Maya to create a 3D third-person adventure game for PC.
- Rendered in Unity's Universal Render Pipeline, using HLSL, Shader Graph, and more.

Ireti

- Motion Capture Lead and VR Developer for the VR film Ireti, directed by Angelik Laboy.
- Using Unity, Microsoft Kinect 2, Rokoko Smartsuit, and iOS's TrueDepth Cameras.

Skills

- 8 Years of Experience w/Unity, including VR/XR, URP, HDRP, VFX and Shader graphs.
- Professional Web, UI/UX, and Graphic Design skills and experience.
- Proficiency in C#, CSS, HTML, Javascript, HLSL, Python, Java, C, etc.
- Experience in web and mobile development with React, d3, React Native and ASP.NET.
- Experience in Adobe Creative Suite Photoshop, Illustrator, After Effects, Indesign, etc.
- Streaming experience managing layouts with OBS, streaming on Twitch, and editing with DaVinci Resolve.
- Lifelong Experience in Microsoft Office, especially in Excel.

Publications

2023. Milka Trajkova, Manoj Deshpande, Andrea Knowlton, **Cassandra Monden**, Duri Long, and Brian Magerko. "AI Meets Holographic Pepper's Ghost: A Co-Creative Public Dance Experience." In Companion Publication of the 2023 ACM Designing Interactive Systems Conference (DIS 2023).

2020. Duri Long, Lucas Liu, Swar Gujrania, **Cassandra Naomi**, and Brian Magerko. "Visualizing Improvisation in LuminAI, an AI Partner for Co-Creative Dance. In Proceedings of the 7th International Conference on Movement and Computing (MOCO 2020).