Da-In Ryoo

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EDUCATION:

B.S. Computer Science, Georgia Institute of Technology: *(Aug 2015-May 2019)*
- Specializations: People, Media
- GPA: 3.88/4.00

EXPERIENCE:

Front-End Development Intern, IBM Patterns Design Program: *(June-Aug 2018)*
- Developed a mobile app for the International Society for Infectious Diseases to help
  healthcare workers practice infection prevention and control in low/middle income countries
- Converted the designer's Sketch prototypes into React Native code
- Assisted with initial solution brainstorming, empathy and journey mapping, and user research

Teaching Assistant, Georgia Institute of Technology: *(Aug 2017-May 2018)*
- TA for Georgia Tech's CS 3451 Computer Graphics course
- Helped students implement computer graphics algorithms and concepts (e.g. ray tracing,
  mesh rendering) in Processing

Web App Development Intern, Brandasaur LLC: *(May-Aug 2017)*
- Designed and built the initial prototype of Brandasaur's main web application on WordPress

LANGUAGES + TOOLS:

HTML, CSS, JavaScript, React, React Native,
Java, Python, C#, PHP, SQL

PROGRAMS:

Photoshop, InVision, Processing,
Unity, After Effects

PROJECTS:

Heart Sense: *(Sept 2018-Present)*
- Contributing as a developer to the Design and Social Interaction Studio's Heart Sense project,
  an endeavor to translate a user's physiological data into artistic visualizations and experiences
- Currently designing a way to visualize heartrates of multiple users listening to music together

Procedural Content Generation: *(Jan-May 2018)*
- Created a series of procedurally generated objects and environments in Unity
- Implemented Catmull-Clark subdivision to generate meshes with curved surfaces

Thracker: *(Jan 2017-May 2018)*
- A digital costume and prop inventory with item input, search, organization, and reservation,
  developed for the University of Alabama in Huntsville's Theatre Program
- Built an InVision prototype and worked on the front-end of the final mobile-friendly website