

# Darica Louie

[darica.louie@gmail.com](mailto:darica.louie@gmail.com) || (408) 747-9858 || [daricalouie.github.io](https://daricalouie.github.io)

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## Education

**University of California, Los Angeles**, School of Engineering and Applied Science  
B.S. in Computer Science, June 2020 3.37 GPA

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## Skills

Programming Languages: C++, C, Java, Python, JavaScript, HTML/CSS, PHP  
Development Tools: Node, React, MySQL, Visual Studio, Git, Unreal, Unity, Maya

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## Experience

**REMAP (Center for Research in Engineering, Media and Performance), UCLA**  
**Undergraduate Researcher**

August 2019 - November 2020

- **Future Storytelling Summer Institute 2019** - Installation on cultural exchange through ML generated fusion food descriptions that reacted to exhibit participants' identity profiles
    - Developed pop-up interactive exhibit using TensorFlow, TouchDesigner and AWS services
    - Conducted preliminary research on recurrent neural networks for AI text generation
  - **Future Storytelling Summer Institute 2020** - Devised live virtual performance streaming Zoom into Unreal based on The Invention of Morel
    - Developed Unreal plugin to allow for remote control of virtual performance environment via theatrical cueing software
    - Converted live experience to a game format
    - Implemented basic state machine to guide players through game
  - **A Most Favored Nation** - Immersive performance with Unreal Engine mobile AR app based off Amazon series The Man In The High Castle
    - Implemented Unreal plugin to allow for remote control of Augmented Reality environment via theatrical cueing software
    - Conducted research for runtime material manipulation in Unreal
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## Projects

**Fuse Social App** - social app for scheduling and tracking bucket-list items

- Implemented using React Native

**AR Scavenger Hunt** - app-led scavenger hunt through UCLA sculpture garden

- Developed mock-ups in Maya and Unity with Vuforia

**Ghost Survival Game** - in-browser first-person 3D game: player uses flashlight to kill waves of ghosts

- Implemented in Javascript using WebGL API