Darica Louie

Los Angeles, CA

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SKILLS

Java, C++, C, Python, Git, gdb, Eclipse, Visual Studio, Linux, JavaScript, WebGL, HTML, CSS, Unity, PHP, MySQL, Unreal, AWS, JavaScript, Node, React, Express,

EDUCATION

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

Relevant UCLA Coursework

Software Construction Laboratory, Operating Systems Principles, Computer Network Fundamentals, Algorithms, Intro Computer Graphics, Linear Algebra, Computer Systems Architecture, Programming Languages, Introductory Digital Design Laboratory, Art and Process of Entertainment Design, Machine Learning, Artificial Intelligence, Databases, Web Applications

PROJECTS

Fuse social app
- Design of app for scheduling and tracking bucket-list items with friends
- Implementation using React Native

AR Scavenger Hunt
- Brainstorm and design of app-led scavenger hunt through UCLA sculpture garden
- Use of Maya and Unity with Vuforia to create mock-ups

Ghost Survival Game
- Design of in-browser first-person 3D game where player uses a flashlight to kill waves of ghosts
- Use of JavaScript with WebGL API to construct all the 3D shapes required of the game

EXPERIENCE

REMAP (Center for Research in Engineering, Media and Performance), UCLA   August 2019 – Present
Undergrad Researcher
- Developed pop-up interactive exhibit using TensorFlow, TouchDesigner and AWS services
  - Reflection on cultural exchange through AI generated fusion food descriptions that reacted to exhibit participants' identity profiles
  - Preliminary research on recurrent neural networks for AI text generation
- Currently working on augmented reality project for immersive theater using Unreal engine (slated for run in Fall 2020)
  - Preliminary research on UI design requirements for handheld AR device
  - Creation of Unreal plugins for runtime material manipulation and Unreal post process effect
- Beginning in July development for summer institute for Unreal project that integrates live video streaming from Zoom for a virtual theater experience

East West Players, Artists at Play, Los Angeles, CA   June 2018 – Present
Intern/Independent Contractor
- Production internship at EWP working on casting, licensing, and theater maintenance
- Independent contracting as Assistant Stage Manager, Lightboard Operator, and Electrician

Shine On Collective, Los Angeles, CA   June 2018 – July 2018
Production Manager
- Set-up and managed Bluetooth audio devices for live immersive experience
- Managed rehearsal and performance schedules

Lapu, the Coyote that Cares Theatre Company, Los Angeles, CA   June 2017 – June 2018
Producer
- Oversaw the budget, wrote grant proposals, and raised $20,000 to cover company operation
- Managed club officers and 40+ members
- Planned quarterly theatre performances, educational retreats, entertainment industry panel
- Wrote and directed original musical and play
- Communicated with entertainment industry professionals