Dingning Cao

 ♦ Cambridge, MA
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 № Portfolio
 ೨ LinkedIn

Education

Massachusetts Institute of Technology

Sept 2024 - May 2028

BS in Art and Design, Computer Science

- o GPA: 5.0
- Designer for MIT Class of 2028 Brass Rat, MITIT Art Director, HackMIT Marketing, Reality Hack Art Director, Infinite Magazine

Milton Academy

Sept 2020 - June 2024

o Head of Art and a Social Conscience Club, Editor-in-Chief of Magus Mabus, Discipline Committee Rep...

Skills

Programming: Python, C# (Unity), JavaScript, HTML/CSS, React, Java Design & Modeling: Figma, Adobe Suite, Procreate, Blender, Maya, Rhino

Other: Fluent in English and Mandarin; Visual Arts: Oil, Acrylic

Research

MIT Researcher (with Antonio Torralba & Yael Vinker)

CSAIL

- Co-first author of *Doodle Agent: Exploring Freeform Visual Generation with Multimodal LLMs* (ICCV AI4VA Workshop), a drawing agent for open-ended visual creation using LLMs and structured prompting
- ∘ Built browser-based sketch interface for SketchAgent: Language-Driven Sequential Sketch Generation \(\mathbb{L}\), enabling collaborative LLM-human drawing

MIT Researcher (with Jiaji Li & Stefanie Mueller)

CSAIL − HCIE Group 🗹

- Created 4 applications of rigid-soft hybrid bending structures with embedded sensing for tangible interaction in the digital world
- ∘ Accepted to UIST 2025 Posters Track 🗹

Unity Developer, Designer

MIT LEAP Group **∠**

• Developed XR manufacturing simulations in Unity; created reusable components and redesigned course UIs

Projects & Experience

Game Development Projects

- ∘ Threadspace 🗹 (GMTK 2025): Top 1% popular + rated game built in Godot; led programming and art in a 2-person team
- Pizzapocalypse! Z: 2D isometric zombie delivery game built in Unity; handled level design, visuals, and gameplay; published on iOS

Creative Web Applications

React, JS, Figma

- o Dreamscape (WebLab 5th Place): Generative dream journal web app with custom UI
- o Mr. Li-Po: Interactive site that transforms sketches into poems using large language models

Ablecademy – Designer, Developer

iOS App

Created a mobile/iPad app to assist children with Down syndrome and their families.

Awards

- o USA Computing Olympiad Gold Division Jan 2024
- o VEX Robotics Regional Skills Champion & Design Award (World #12) Feb 2024
- Scholastic Art & Writing: National Silver Medal, 4x Gold Key 2022–2024