DANA HSIAO

83 Hughes Blvd, Hampden, ME, 04444
(207) 852-2431 danalhsiao@gmail.com

EDUCATION

CORNELL UNIVERSITY — **Fall 2018 - Winter 2019**
Masters of Engineering - Computer Science — **Ithaca, NY**

WELLESLEY COLLEGE — **Fall 2014 - Spring 2018**
BA - Computer Science — **Wellesley, MA**

PROFESSIONAL EXPERIENCE

Cornell University — **Fall 2018 - Winter 2019**
Student Researcher — **Ithaca, NY**

- In the Virtual Embodiment Lab, I developed a VR multi-page menu for users to choose what avatar they would like to inhabit that would automatically populate with avatars loaded in the project. I also implemented and adjusted an astronaut avatar for our VR Moon Phases study. Additionally, I led a small team in developing an environment where users will have to control a third arm in addition to their regular arms to hit target blocks.

MassDiGI — **Summer 2019**
Producer — **Worcester, MA**

- In MassDiGI's Summer Innovation Program, I headed a group of seven game developers through the process of planning, designing, and implementation of a novel game concept through to commercial launch. I also acted as a programmer, designing and implementing key systems. The game was launched for iOS and Android in September of 2019.

Wellesley College — **Spring 2018**
Student Bookkeeper — **Wellesley, MA**

- Funding for student organizations is approved by a committee of student government and managed by a group of student bookkeepers. I managed the funding accounts for Club Sports and Non-Athletic Teams. In addition to approving funding applications from organizations, I also allocated money to those under my category, managed requests from club treasurers and presidents, and reimbursed students and outside vendors for club expenditures.

Wellesley College — **Spring 2017 - Spring 2018**
Peer Tutor and Computer Science Assistant (TA) — **Wellesley, MA**

- As the Wellesley equivalent of a teacher's assistant for CS304 - Databases with Web Interfaces, I held open hours for students to come get help and advice on homework assignments. Additionally, I helped the professor design changes in the course, create new homework problems and solutions, and grade homework.

Wellesley College — **Fall 2017**
Student Researcher — **Wellesley, MA**

- HoloMuse aims to create a guided tour of a museum through augmented reality on the Microsoft Hololens. As part of the development team, I helped create and test the virtual environment we built in Unity. We were able to create a prototype application that, when near an art piece, allowed users to see relevant images and video as well as holograms of similar art pieces, furthering existing audio tours.

University of Oldenburg/NSF-IRES — **Summer 2017**
Student Researcher — **Oldenburg, Germany**

- I worked with the University of Oldenburg on EyeSee360, an augmented reality visualization for out-of-view objects utilizing the Microsoft Hololens. I ported EyeSee360 from the Google Cardboard to the Hololens. I then implemented different compression functions for the visualization to improve the display. The project went on to be demoed at conferences in human-computer interaction, like SUI.

PROJECTS AND ACTIVITIES

Human-Agent Collaboration Game **Spring 2019**
Ithaca, NY

- In Cornell's Software Engineering Course, we went through an entire agile sprint development cycle with a client from the University. Our client was Professor Malte Jung, and we developed a research platform where people can play a collaborative game of Tetris. An agent will determine the order in which the players can control blocks, to determine how computers can affect human cooperation and emotions. I headed my team's UI subcommittee.

Pyret (Open Source) **Spring 2019**
Ithaca, NY

- Pyret is a programming language designed to help teach students how to code. With a group of Cornell students, I worked on creating a native desktop app that interfaces with the computer's files system as opposed to the current web app with Google Drive integration. We used Electron to create the desktop app. I worked on creating the current Electron application and making it work with the existing code base. I also worked on getting the installers to upload to the internet automatically when the application is updated using Travis CI.

ADDITIONAL INFORMATION

OTHER ACTIVITIES: Art Club President 2017-2018, Art Club Treasurer 2015-2017, Aiko Treasurer 2016-2017, SOFC (Student Organization Funding Committee), Big Red Marching Band, National Honor Society

TECHNICAL SKILLS: Unity, C#, Python, JavaScript, Flask, MySQL, HTML, CSS, jQuery