

# ERIN P. WOO

Phone: (650) 520-6573 || Email: [erinpwoo@ucsb.edu](mailto:erinpwoo@ucsb.edu)  
Website: [erinpwoo.github.io](http://erinpwoo.github.io) ||  
GitHub: [github.com/erinpwoo](https://github.com/erinpwoo) ||  
Bay Area, California

## Education

---

### UNIVERSITY OF CALIFORNIA, SANTA BARBARA - College of Creative Studies

- Computing B.S. - *Expected graduation June 2021*
  - **Organizations:** Alpha Sigma Kappa - Women in Technical Studies (Founding Sister; Recruitment Chair), SBHacks V

## Work & Experience

---

- **Programming Languages** (from most to least experienced) - C++, C#, Java, Python, HTML/CSS, Javascript, Swift

### End User Computing Student Tech Life Sciences Computing Group - UC Santa Barbara | July 2018 - Present

Assisted faculty and graduate students in the life science department with networking and device troubleshooting. Managed Helpdesk ticket requests and distributed university-owned software licenses.

### EUREKA! Scholars Research Intern RE-Touch Lab - UC Santa Barbara | May 2018 - Present

Designed, prototyped, and built implementations for dynamic finger-worn haptics in virtual reality systems using Unity/C# in Oculus Rift and Leap Motion. Studied the effect on haptics in virtual reality on trial participants and co-authored a research paper submitted to the SIGCHI conference.

### Sponsorship Coordinator SB Hacks V | Dec. 2017 - Present

Solicited sponsorship grants and opportunities from both local and large tech companies to fund and promote UCSB's annual student-run hackathon.

### Undergraduate Research Assistant UCSB Gevirtz School of Education | Nov. 2017 - Present

Developed an application for Scratch-like visual programming within an immersive virtual reality environment in Unity. (Blockbased VR).

### Research Intern UCSB Summer Institute in Mathematics and Science | Aug. '17

Conducted research in a two-week STEM intensive for freshmen culminating in a final research presentation on a lab within the ECE department that investigates the propagation of epidemic networks.

### Instructional Tutor Millbrae, CA | Aug '16 - July '17

Developed curriculum that teaches elementary and middle-school aged students how to code.

### Dolby Labs + Gray Area Creative Code Youth Apprentice | San Francisco, CA | Oct. '16 - Feb. '17

Constructed a visual and audio art installment ("The Organic Mecanique") that explores the intersection between nature and technology. Featured at the Dolby Labs Digital Ribbon Screen.

### Girls Who Code Summer Immersion Program - Twitter SF | June-Aug. '16

Introduction to fundamental programming concepts and languages. Obtained mentorship and industry/career knowledge.

## Projects [GitHub.com/erinpwoo](https://github.com/erinpwoo)

---

### TACTILE ECHOES - SIMON VR - RE-Touch Lab @ UCSB; May - September 2018 Unity/C#

- Developed virtual reality applications for a finger-worn dynamic haptic device using Unity, Leap Motion hand tracking and Oculus Rift. Implemented the handheld memory-based game, Simon, in virtual reality with haptic and auditory feedback.

### BOX OFFICE BOT - Superposition Hackathon; June 2017 Python

- Built the backend functionality of Twitter bot that tweets whenever a new movie is released— framework can be repurposed for other APIs that retrieve data in JSON format.

### AIDA - XXHacks - April 2017 Java

- Built an SMS service that allows women in developing countries access to contraception information/resources and clinic accessibility.

### MENTORMEET - Mulesoft Coding Cup Hackathon; September 2016; Overall Best Winner HTML/CSS/Javascript

- Prototyped a web service that connects professional mentors in STEM fields with minority high school mentees. Implemented web APIs such as Google Maps and Facebook.