

ERIN P. WOO

Phone: (650) 520-6573 | Email: erinpwoo@ucsb.edu
Website: erinpwoo.github.io |
GitHub: 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; Webmaster/Photographer), SB Hacks V Sponsorship Coordinator

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, device troubleshooting, and university-owned software licensing.
- Troubleshooted PC hardware issues and replaced internal components when necessary.

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 presentation on the mathematical 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 opportunities and industry/career knowledge.

Projects [GitHub.com/erinpwoo](https://github.com/erinpwoo) (more projects available upon request)

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. Designed and built the backend functionality of the VR engine that bridged the communication between hand tracking and haptics in C#. Implemented the handheld memory-based game, Simon, in virtual reality with haptic and auditory feedback.

BLOCKBASED VR - Gevirtz Graduate School of Education; October 2017 - April 2018 Unity/C#

- Reworked the architecture of Blockbased VR's code to fit a model-view-controller framework, which allowed the code to be more flexible and debuggable during the project's lifespan.

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

- Designed and 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.