

# Imoni Mccorvey

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## PROJECTS

### Interactive Dance Party Flyer

01/2024

- Fine-tuned Google's MediaPipe hand detection model to recognize new gestures using PyTorch.
- Facilitated networked communication via TCP/UDP using Python for real-time audio input from Ableton and visual output in TouchDesigner, with BlackHole ensuring latency-free audio routing.

### AudioReactive Blob Tracking

10/2023

- Developed an interactive visual system in TouchDesigner, employing AI via OpenCV for blob tracking.
- Mapped real-time data to graphical elements.

### Human Tamagotchi

03/2023

- Conceptualized and created an interactive human Tamagotchi costume for a Mardi Gras parade.
- Integrated hardware components using Adafruit MatrixPortal M4 and 1x4 arcade buttons.
- Programmed interactions with CircuitPython, enabling actions such as feeding and praising via button presses.

## WORK EXPERIENCE

### Personal Sabbatical

01/2024 - Present

Focused on artistic practice, collaborating with the School for Poetic Computation (NYC) and the Museum of Human Achievement (Austin, TX).

#### Computational Artist

### Amazon Music (Amp) • Atlanta, GA, USA

06/2021 - 12/2023

Primarily working as a full stack engineer on an entertainment mobile application written Swift, React and Java.

#### Software Development Engineer II

- Streamlined QA testing process, cutting version upload time in half, using TypeScript to enhance developer efficiency.
- Architected and led the effort of modularizing music functionality of the frontend app into a separate package to improve development velocity.
- Added metrics such as user network type, audio packet loss percentage, and audio device used to improve and monitor Amp's audio quality.
- Coordinated with design and product managers to define acceptance criteria and prioritize tasks, ensuring Android app launch readiness.
- Enhanced backend-to-frontend communication for future notifications by implementing show status notifications, improving user engagement and interaction.

### Amazon Retail Seller Fulfillment Services • Seattle, WA, USA

10/2020 - 06/2021

#### Software Development Engineer

- Expanded our API to handle updating all regional holidays bi-yearly in the prospective delivery date calculation, eliminating the need for manual updates.
- Designed a technical solution to improve the audit log tool, reducing on-call ticket resolution time from ~4 minutes to ~1 minute.
- Collaborated with our off-shore team that supports customers directly to clearly outline and define a standard operating procedure to handle customer questions using our team's auditing tools.

**iSeatz · New Orleans, LA, USA**

**01/2019 - 10/2020**

**Software Engineer · Full-time**

- Modularized reusable components in React, Redux, Ruby on Rails, and TypeScript, increasing project velocity by two months.
- Prototyped a rewards management system with Ruby on Rails.
- Designed an API schema in Ruby for handling gift card purchasing from the front-end.

**Space Telescope Science Institute Operated for NASA · Baltimore, MD    09/2016 - 05/2018**

**Science Mission Office Software Intern · Part-time**

- Reduced data to user turnaround time by 87.5% restructured back-end of web application to automatically redirect user data to a file hosting service.
- Developed a native macOS client data analysis tool using Visual Studio.

## SKILLS

**Languages / Frameworks:** GraphQL, Java, Python, React, Swift, TypeScript

**Tools:** Amazon CloudWatch, Amazon Web Services, Figma, TouchDesigner

## EDUCATION

**B.A. Computer Science**

Johns Hopkins University

12/2018

## AWARDS & SCHOLARSHIPS

**Michael Bloomberg Scholars Award**

Michael Bloomberg (CEO Bloomberg L.P.)

**Awarded Freshman of the Year**

Johns Hopkins University Track and Field