Joyce Wang 王心怡 | website: joycewang.me | email: xinyiw@andrew.cmu.edu

PROFILE

creative technologist, theater maker, interdisciplinary researcher
practiced in the fields of computer science, drama, art, and design
experienced in collaborating with people of diverse cultural and academic backgrounds
able to master new technologies quickly and work with complex data

EDUCATION

Carnegie Mellon University Pittsburgh, PA, 2015-2020
B.C.S.A in **Computer Science** and **Drama (Video and Media Design)**
GPA: 3.76/4.0 | Dean's List 6 semesters

SELECTED THEATER CREDIT

"How to Put on a Sock" (CMU), projection and interaction design, fall 2017
- 7-projector system
- real-time text message audience interaction and live data visualization

"The Way Out West" (CMU), projection and interaction design, fall 2017
- 4-projector + motion capture system for actors on stage

"Translations" (Playground independent work festival), creator/director/performer, fall 2017
- live "skype-in" performance session between audience and performer in two cities

"**Regenesis"** (Compos-it Student Opera Festival), projection design, fall 2018

Production crew for all shows in CMU School of Drama 2016-2017 season
- carpentry, costuming, scenic painting, lighting engineering, media system engineering

WORK EXPERIENCE

Disney Research lab associate, summer 2018
- Exploratory interface design and prototyping using Node.js and p5.js
- Created conversational interface that helps writers design the behavior of personable AI characters

Microsoft Explorer internship, summer 2017
- Designed and developed web applications for online marketplace service

School of Computer Science, CMU teaching assistant for 15-112, fall 2016
- Led recitations, hosted review sessions, mentored students on term projects.

SKILLS

software engineering: c++, c#, python, java, javascript, web development, android development

art/design: Unity, Processing/p5.js, Cinema 4D, Three.js, TouchDesigner, Max/MSP, Millumin, SketchUp, rapid prototyping, Adobe Photoshop, Adobe Premiere

languages: Mandarin (native proficiency), French (preliminary proficiency)

COURSES

Interactivity and Computation, Computational Design Thinking, Understanding Game Engines, Video and Media Design Studio, Stagecraft, Physical Computing, Humanoids Robot, Graduate Machine Learning, Applied Machine Learning, Parallel and Sequential Data Structures and Algorithms, Functional Programming, Great Theoretical Ideas in CS, Computer Systems, Imperative Programming

GRANTS AND AWARDS

Fifth Year Scholarship (Carnegie Mellon University), 2019-2020
USITT-USA Prague Quadrennial 2019 Emerging Designer Exhibit, 2019
The Martin Luther King, Jr. Day Writing Awards College Prose Division (Second Place), 2018
Frank-Ratchye Fund for Arts at the Frontier, 2017
Small Undergraduate Research Grant (Carnegie Mellon University), 2017
CAMD Scholarship (Phillips Academy), 2014-2015