(Joyce) Xinyi Wang 王心怡 | email: joycewang961226@gmail.com

PROFILE

engineer, researcher, organizer
experienced in leading initiatives in research, theater, and campus activism
adept at collaborating across academic disciplines and cultural backgrounds
passionate about building technologies that generate sustainable benefits for society, and culture

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
Senior Honors Thesis: *An Ethnography of Opinion News on Social Media*

WORK EXPERIENCE

Disney Research lab associate, summer 2018
- created conversational interface that helps writers design the behavior of personable AI characters
- conducted user research and evaluations with AI engineers, creative writers, and artists
- exploratory interface design and prototyping using Node.js and p5.js

Microsoft Explorer internship (software engineering and program manager rotation), summer 2017
- conducted internal user research across teams and wrote design docs
- developed a web application that improved efficiency for online marketplace service teams
- deployed front-end and back-end code

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

INITIATIVES AND PROJECTS

Enhancing Interdisciplinary Experiences for Undergraduate Students project lead, 2018-present
- Investigate and articulate interdisciplinary concerns through surveys and interviews with students, faculty, and staff
- Design and organize workshops and games to facilitate cross-departmental dialogues and disrupt academic silos
- Receiving support from Institutional Research and Analysis office, and office of the Vice Provost for Education
- Sponsored by the Fifth Year Scholarship program

IMPAQT (Initiating Meaningful Pittsburgh and Qatar Ties), spring 2017
- Participated in cultural exchange program in Doha, Qatar
- Facilitated dialogues about culture, student life, and professional development with students across the globe

"Translations" creator/director/performer, fall 2017
- Multimedia interactive theater piece about a young Chinese actor in New York
- Led rehearsals with a team of performers, designers, and production manager
- Opened at Playground, Carnegie Mellon School of Drama's annual student independent work festival

SKILLS

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

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

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

COURSES

Graduate Machine Learning, Applied Machine Learning, Computation and Interactivity, Computational Design Thinking, Video and Media Systems Studio, Parallel and Sequential Data Structures and Algorithms, Great Theoretical Ideas in CS, Computer Systems, Physical Computing, Humanoid Robot

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
Small Undergraduate Research Grant (Carnegie Mellon University), 2017
Community and Multicultural Development (CAMD) Scholarship (Phillips Academy), 2014-2015