Joyce Wang 王心怡 | portfolio: joycewang.me | email: joycexinyiwang@cmu.edu

PROFILE

creative engineer, interdisciplinary researcher
passionate about entertainment technology and digital culture
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, 2015-2019
 B.C.S.A in **Computer Science** and **Drama (Video and Media Design)**
 GPA: 3.73/4.0
 Dean's List: fall 2015, spring 2016, spring 2017, fall 2017, spring 2018

WORK
EXPERIENCE

Disney Research lab associate, summer 2018
- Exploratory interface design and prototyping for the authoring of embodied conversational agents
- Supervised by Professor Mubbasir Kapadia (Rutgers University)

Microsoft software engineering internship, summer 2017
- Designed and implemented web applications for online marketplace service.
- Front-end and back-end code have been deployed.

Human-Computer Interaction Institute, CMU research assistant, summer 2016
- Designed and Implemented survey applications for studies in mobile privacy
- Supervised by Professor Jason Hong.

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

SELECTED
PROJECTS

"Translations" creator/director/performer, fall 2017
- multimedia interactive theater piece about the story of Shaotian, a Chinese acting student
- opened as part of CMU School of Drama's student independent work festival

Interactive media design for "How to Put on a Sock" fall 2017
- theater performance about sex education policies in America today
- created a real-time text message interaction and data visualization system

Independent research on the education of migrant children in mainland China 2014-2015
- conducted interviews and consulted literature in English and Chinese
- wrote 60-page research paper and gave TED Talk-style presentation to the Phillips Academy community
- funded and supported by the Community and Multicultural Development (CAMD) office at Phillips Academy

COURSES

art/design/theater: computational design thinking, computation and interactivity for creative practice, video and media design studio, understanding game engines, stagecraft; **computer science**: applied machine learning, humanoids, intro to computer systems, physical computing, imperative programming, functional programming

SKILLS

programming: c++, c#, python, java, javascript, web development, Android development; **art/design:** Unity, Processing/p5.js, openFrameworks, Three.js, TouchDesigner, Max/MSP, Millumin, SketchUp, rapid prototyping, Adobe Photoshop, Adobe Premiere; **languages:** Mandarin (native proficiency), French (preliminary proficiency)