Joyce Wang 王心怡
— adisciplinary researcher interested in media, technology, and community building

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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

RESEARCH AND INITIATIVES

Senior Honors Thesis: An Ethnography of Opinion News on Social Media, 2018-present
- examine the history of op-eds and their influence across digital platforms using online ethnography methods
- analyze twitter user engagement patterns using network analysis methods
- advised by Prof. Kathleen Carley (School of Computer Science, Carnegie Mellon University)

Disney Research: Conversational Approach to the Authoring of Intelligent Virtual Characters, summer-fall 2018
- created a conversational tool that helps creative writers design the behavior of personable AI characters
- interviewed AI engineers, creative writers, and artists to design authoring workflow
- exploratory interface design and prototyping

Enhancing Interdisciplinary Experiences for Undergraduate Students at CMU (2018-2020)
- design and organize workshops to facilitate interdisciplinary discussions and collaborations
- build mentorship network interdisciplinary students, faculty, and staff
- funded by the Fifth Year Scholarship Program at CMU

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

WORK EXPERIENCES

Microsoft Explorer internship (Program management and software development rotation), summer 2017
Human-Computer Interaction Institute, CMU research assistant, summer 2016
School of Computer Science, CMU teaching assistant for 15-112, fall 2016

SELECTED THEATER CREDIT

"Objects in the Mirror Are Closer Than They Appear", projection design, Jan 2019
"The Way Out West", projection and interaction design (assistant), fall 2018
"Translations", creator/director/performer, fall 2017
"How to Put on a Sock", projection and interaction design (assistant), fall 2017

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

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

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