

**Joyce Wang 王心怡** | website: joycewang.me | email: [xinyiw@andrew.cmu.edu](mailto:xinyiw@andrew.cmu.edu)

PROFILE	<b>creative technologist, theater maker, interdisciplinary researcher</b> 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	<b>Carnegie Mellon University</b> Pittsburgh, PA, 2015-2020 B.C.S.A in <b>Computer Science</b> and <b>Drama (Video and Media Design)</b> GPA: 3.76/4.0   Dean's List 6 semesters
WORK EXPERIENCE	<b>Disney Research</b> lab associate, summer 2018 - Exploratory interface design and prototyping for a conversational tool that allows writers to design the behavior of intelligent characters - Wrote research paper "Conversational Approach to the Creative Authoring of Intelligent Virtual Characters"  <b>Microsoft</b> Explorer internship, summer 2017 - Designed and implemented web applications for online marketplace service - Front-end and back-end code have been deployed  <b>Human-Computer Interaction Institute, CMU</b> research assistant, summer 2016 - Designed and Implemented survey applications for studies in mobile privacy  <b>School of Computer Science, CMU</b> teaching assistant for 15-112, fall 2016 - Led recitations, hosted review sessions, mentored students on term projects.
PROJECTS AND INITIATIVES	<b>"Regenesis"</b> , fall 2018 - projection design for 30-minute opera piece about a story set in the future, where archeologists come to earth to understand humanity - Opened in Nov 2018 at Compos-it Student Opera Festival  <b>"How to Put on a Sock"</b> fall 2017 - theater performance about sex education policies in America today - created a real-time text message interaction and data visualization system on stage  <b>"Translations"</b> creator/director/performer, fall 2017 - multimedia interactive theater piece about the story of a Chinese actor in New York - opened as part of Carnegie Mellon School of Drama's student independent work festival
SKILLS	<b>software engineering:</b> c++, c#, python, java, javascript, web development, Android development <b>art/design:</b> Unity, Processing/p5.js, Cinema 4D, Three.js, TouchDesigner, Max/MSP, Millumin, SketchUp, rapid prototyping, Adobe Photoshop, Adobe Premiere <b>languages:</b> 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