Connie Ye

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Skills

Languages
Javascript, Java, Python, C, C++, SML, Processing, C#

Programming
HTML/CSS, React, git, Node.js, Unity, Android Studio, Jupyter Notebook, p5.js, Arduino, Bootstrap, vim, bash

Art and Design
Figma, Photoshop, After Effects, Premiere, wireframing

Honors & Presentations

Google Accessibility Award
TartanHacks 2019

MIT-IBM Best Disaster Solution
@ HackMIT 2018

Processing Community Day 2019
Speed Presentations

TartanHacks Crash Courses 2018
p5.js Crash Course

CMU Web Dev Weekend 2017
p5.js & Javascript

NCWIT Aspirations in
Computing Affiliate

Relevant Courses

Computer Graphics*
Interaction Design*
Computer Systems
Interactive Art
Human-AI Interaction
Independent Study in Applied ML
Data Structures
Functional Programming
Parallel & Sequential Algorithms
Great Ideas in Theoretical CS

*In progress

Education

Carnegie Mellon University

Bachelor's of *Computer Science and Art*
Additional Major in *Human-Computer Interaction*
QPA: 3.78 ——— Expected Graduation May 2021
Dean's List Fall 2017, Fall 2018, Spring 2019

Experience

Studio For Creative Inquiry —— Research Assistant
Fall 2019 - Present, Pittsburgh PA
Assisting with computational art tasks, including the preparation of Unity-based augmented reality templates for students to create AR apps.

OH!Lab at Carnegie Mellon —— Research Assistant
Spring 2019 - Present, Pittsburgh PA
Co-authored a paper on chatbots within online communities. Prototyping chatbots and providing engineering support for research tasks within the lab.

Google —— Material Design UX Engineering Intern
Summer 2019, San Fransisco CA
Engineered and co-designed an experimental site piloting the design of future variable fonts experiences. Created an open-source interactive website.

CMU School of Computer Science —— Teaching Assistant
Fall 2018 - Spring 2019, Pittsburgh PA

Taught *Spring 2019 Principles of Imperative Computation*, a C-based contracts & data structures course required for CS majors & minors.

Taught *Fall 2018 Intro to Computation for Creative Practice*, an introductory CS course in p5.js & Javascript for design and art students.

Facebook Inc. —— Facebook University Engineering Intern
Summer 2018, Menlo Park CA
Worked in a team to develop an Android app to crowdsource the locations of eco-friendly structures. Built user backend/frontend and several pages.

Projects *More projects and info at connieye.com*

MLdraw Layered Pix2pix Drawing Tool
Web app where each drawing layer can be given a different ML model to translate input. Worked on the drawing functions, designed and built the UI.

Arduino + Cooking Mama Game
Fabricated food controllers for game Cooking Mama using felt fabric and sensors that were connected to Unity. Received over half a million views on Twitter.

Secret Base iOS Augmented Reality App
Built a mobile app where users build and share custom networked augmented reality "treehouses."