Constance Ye

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PROGRAMMING LANGUAGES

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

SOFTWARE

Unity, Photoshop, After Effects, Blender, Android Studio

TOOLS & FRAMEWORKS

git / github, Node.js, Juypter Notebook, p5.js, Arduino, Bootstrap, HTML/CSS, Aframe.js, vim, bash

RELEVANT COURSES

- Human-AI Interaction
- Independent Study in Applied Machine Learning
- Computation for Creative Practice
- Data Structures
- Functional Programming
- Parallel & Sequential Algorithms
- Discrete Math
- Great Ideas in Theoretical CS
- Art and Arduino
- Computer Systems*
- Interactive Art*

*in progress Spring 2019 semester

HONORS

- HackMIT Winner: Best Disaster Preparedness & Relief Solutions for IBM Call for Code Challenge
- NCWIT Aspirations in Computing Affiliate Winner
- Moody's Mega Math Challenge Honorable Mention
- National Merit Finalist, Scholarship
- Zero Robotics Team ISS Finalists

EDUCATION

Carnegie Mellon University | 2017 – 2021, Pittsburgh, PA
Major (BCSA) in Computer Science and Art
QPA: 3.79, Dean's List Fall 2017, Fall 2018

Westlake High School | 2013 – 2017, Westlake Village, CA
Academic Decathlon, Founder of Cats, Cookies & Code, Art Club President
GPA: 4.8, Valedictorian, National Honors Society

WORK EXPERIENCE

CMU School of Computer Science | **TA** | Fall 2018, Pittsburgh, PA
Led weekly labs, held office hours and graded student work for 15-104, Intro to Computing for Creative Practice; taught in p5.js and Javascript.

Facebook Inc. | **FBU Intern** | Summer 2018, Menlo Park, CA
Worked in a team of 3 to develop an Android app that crowdsources and displays the locations of recycling bins, water fountains, etc.

Omnihealth Biosciences Corp. | **Intern** | Summer 2016, Cambridge, MA
Prototyped company website designs using Photoshop and Bootstrap.

SELECTED PROJECTS *more projects & info at connieye.com*

Arduino + Cooking Mama | **Physical Computing Game** | **Unity, Arduino** | Fall 2018
Fabricated food controllers for the popular Cooking Mama game using felt fabric and Arduino sensors; Received over half a million views on Twitter.

Secret Base | **iOS AR app** | **Unity, Vuforia, Firebase** | Spring 2018
Users build and share custom AR "treehouses" with hand painted textures.

ResQ | **Disaster relief & preparedness site** | **Javascript** | Fall 2018, HackMIT Team
Informs users their preparedness level for disasters and provides tools for rescue orgs; Built the UI, connected user data to Firebase; Won MIT-IBM sponsor award.

Remel | **Platformer Game** | **Unity** | Fall 2017, Game Creation Society Team
Designed, animated and programmed 4th enemy; Won 1st place at showcase.

Doodle Date | **Collaborative Drawing app** | **Javascript, Firebase** | Summer 2016
Online multiuser drawing tool with extensive functionality and separate rooms.

LEADERSHIP

ScottyLabs Presenter | 2017
Gave talks about p5.js for Web Dev Weekend and TartanHack's Crash Courses.