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EDUCATION

Carnegie Mellon University

Class of 2021, Pittsburgh, PA
Bachelor's of Computer Science and Art
QPA: 3.79
Dean's List Fall 2017, Fall 2018

PROGRAMMING LANGUAGES

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

SOFTWARE

Unity, Android Studio, Photoshop, After
Effects, Blender

TOOLS & OTHER SKILLS

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

RELEVANT COURSES

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

**in progress Spring 2019*

PRESENTATIONS

[p5.js Crash Course](#) | 2018

TartanHacks, Carnegie Mellon

[p5.js & Javascript](#) | 2017

Web Dev Weekend, Carnegie Mellon

WORK EXPERIENCE

[CMU School of Computer Science](#), Spring 2019, Pittsburgh, PA
15-122 (Principles of Imperative Programming) Teaching Assistant
Leading lab, holding office hours and grading student work for a C-based
contracts / data structures class that's required for CS majors and minors.

[CMU School of Computer Science](#), Fall 2018, Pittsburgh, PA
15-104 (Intro to Computing for Creative Practice) Teaching Assistant
Taught an introductory course in p5.js and Javascript to design, architecture,
music and art students. Led labs, held office hours and graded student work.

[Facebook Inc.](#), Summer 2018, Menlo Park, CA
Facebook University Intern
Worked in a team of 3 to develop an Android app that crowdsources / displays
the locations of eco-friendly tools (recycling bins, bike racks, etc.) and
encourages participation with a leaderboard system. Built the user data
backend, user info frontend, check-in system and camera page.

[Omnihealth Biosciences Corp.](#), Summer 2016, Cambridge, MA
Web Design Intern
Prototyped company website designs using Photoshop and Bootstrap.

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

[Arduino + Cooking Mama Game](#), 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 Augmented Reality App](#), Spring 2018
Built an app where users build and share custom networked AR "treehouses."

[ResQ Disaster Relief and Preparedness Site](#), Fall 2018, HackMIT team
App informs users their preparedness level for disasters and provides tools for
rescue orgs. Built the UI, connected user data to Firebase. *Won MIT-IBM award.*

[Remel Platformer Game](#), Fall 2017, Game Creation Society team
Designed, animated and programmed blob enemy for dreamlike platformer Unity
game. Remel was voted *1st place at the Game Creation Society showcase.*

[Doodle Date: Collaborative Drawing Web App](#), Summer 2016
Made a multiuser drawing app with extensive functionality and separate rooms.

HONORS

HackMIT Winner: IBM Best Disaster Preparedness Solution
NCWIT Aspirations in Computing Affiliate Winner