



constany@andrew.cmu.edu | connieye.com | 805.231.2083

PROGRAMMING LANGUAGES

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

SOFTWARE

Unity, Photoshop, After Effects,
Blender, Android Studio

TOOLS & FRAMEWORKS

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

RELEVANT COURSES

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

HONORS

- HackMIT Winner: Best Disaster Preparedness & Relief Solutions for IBM Call for Code Challenge
- NCWIT Aspirations in Computing Affiliate Winner
- Computer Science Student of the Year at Westlake High
- Moody's Mega Math Challenge Honorable Mention
- National Merit Finalist, Scholarship
- Zero Robotics Team ISS Finalists
- YoungArts National Merit Award

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.