

## Skills

### Languages

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

### Programming

HTML/CSS, React, Unity, git, Node.js, Android Studio, Jupyter Notebook, Firebase, Google Cloud Platform, Selenium, Arduino

### Art and Design

Figma, p5.js, Photoshop, After Effects, Premiere, prototyping, wireframing, user research, storyboards, illustration

## Selected Honors & Talks

Carnegie Mellon Undergraduate Research Grant for Spring 2020

Frank Ratcheye Funds for Art @ the Frontier Microgrant 2019

Google Accessibility Award TartanHacks 2019

Processing Community Day 2019 Speed Presentations

MIT-IBM Best Disaster Solution @ HackMIT 2018

Web Dev Weekend 2017 and TartanHacks Crash Courses 2018: p5.js and Javascript Crash Course

## Relevant Courses

### Art & Design

Interaction Design  
Human-AI Interaction  
Interactive Art

### Computer Science

Computer Graphics  
Computer Systems  
Data Structures  
Functional Programming  
Parallel & Sequential Algorithms  
Independent Study in ML

## Education

### Carnegie Mellon University

Bachelor's of Computer Science and Art  
Additional Major in Human-Computer Interaction  
QPA: 3.82 — Expected Graduation May 2021  
Dean's List Fall 2017, Fall 2018 to Fall 2019

## Experience

### Studio For Creative Inquiry — Research Assistant

*Fall 2019 - Present, Pittsburgh PA*

Assisting with computational art tasks, including the preparation of Unity AR templates for students and the creation of an iOS app with ARKit 3 features.

### OH!Lab at Carnegie Mellon — Research Assistant

*Spring 2019 - Present, Pittsburgh PA*

Co-authored a CHI 2020 accepted paper on chatbots within online communities. Prototyping chatbots and providing engineering support for research tasks.

### Google — Material Design UX Engineering Intern

*Summer 2019, San Francisco 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 and data structures course required for CS majors and minors.

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

### Facebook — 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 Many more projects at [connieye.com](http://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

Created an app where users build and share custom networked AR “treehouses.”