

# Connie Ye

connieye.com

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## Skills

### Languages

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

### Programming

HTML/CSS, React, Unity, git, Node, Android Studio, Jupyter Notebook, Firebase, Selenium, Arduino, GCP

### Art and Design

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

## Publications

**CHI 2020 - It Takes a Village:**  
Integrating an Adaptive Chatbot into an Online Gaming Community  
*Joseph Seering, Michal Luria, Connie Ye, Geoff Kaufman, Jessica Hammer*

## Selected Honors

Dean's List, 4 semesters

Samuel Rosenberg Art Award 2020

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

## Relevant Courses

Interaction Design

Human-AI Interaction

Art, Animation and Technology

Interactive Art

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Machine Learning

Computer Graphics

Computer Systems

Data Structures

## Education

### Carnegie Mellon University

Bachelor's of Computer Science and Art  
Additional Major in Human-Computer Interaction  
QPA: 3.83 — Expected Graduation May 2021

## Experience

**Google** — User Experience Engineering Intern

**AR Team** *August 2020 - Present, Remote* — Part-time (50% time)  
Internship was extended through a small program for interns who show strong performance. Continuing to make augmented reality UX prototypes.

**AR Team** *May 2020 - August 2020, Remote*  
Developed Android apps to research cutting-edge augmented reality user experiences. Collaborated closely with many members of the UX team.

**Material Design** *May 2019 - August 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.

**Studio For Creative Inquiry** — Research Assistant

*September 2019 - May 2020, Pittsburgh PA*

Assisted 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

*January 2019 - May 2019, September 2019 - May 2020, Pittsburgh PA*

Co-authored a CHI paper on chatbots in online communities. Prototyped bots and provided engineering support such as web scraping for research studies.

**CMU School of Computer Science** — Teaching Assistant

**Principles of Imperative Computation** *Jan. 2019 - May 2019, Pittsburgh PA*  
Taught a C-based contracts and data structures course required for CS majors.

**Intro to Computation for Creative Practice** *Aug. 2018 - Dec. 2018, Pittsburgh PA*  
Taught an introductory CS course in p5.js and Javascript for design students.

**Facebook** — Facebook University Engineering Intern

*June 2018 - August 2018, Menlo Park CA*

Developed an Android app to crowdsource the locations of eco-friendly structures.

## Projects

 More info and projects at [connieye.com](http://connieye.com)

### Arduino + Cooking Mama Game

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

### MLdraw Layered Pix2pix Drawing Tool

Collaborative project  
Web app where each drawing layer is given different ML model to translate input.

### Zooïd: Light Art Wearables

Collaborative project  
A line of eight Arduino-integrated LED wearables for one of the largest fashion shows in Pittsburgh. Researching integration of fashion and computing.