

## Languages

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

## Tools and Frameworks

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

Unity, Android Studio, Figma,  
Photoshop, After Effects, Premiere

## Honors

Google Accessibility Award  
TartanHacks

MIT-IBM Best Disaster Preparedness  
and Relief Solution @ HackMIT

Frank-Ratcheye Fund for Art @ the  
Frontier Microgrant

NCWIT Aspirations in Computing  
Affiliate

## Presentations

Processing Community Day 2019  
Speed Presentations

TartanHacks Crash Courses 2018  
p5.js Crash Course

CMU Web Dev Weekend 2017  
p5.js & Javascript

## Relevant Courses

Computer Graphics\*  
Interaction Design\*  
User Centered Research\*  
Computer Systems  
Interactive Art  
Human-AI Interaction  
Independent Study in Applied ML  
Data Structures  
Functional Programming  
Parallel & Sequential Algorithms  
Great Ideas in Theoretical CS

*\*In progress*

## Education

### Carnegie Mellon University

Bachelor's of *Computer Science and Art*  
Additional Major in *Human-Computer Interaction*  
QPA: 3.78 — Expected Graduation May 2021  
Dean's List Fall 2017, Fall 2018, Spring 2019

## Experience

### Studio For Creative Inquiry — Research Assistant

*Fall 2019 - Present, Pittsburgh PA*

Helping with computational arts tasks, including the preparation of augmented reality classroom demonstration materials in Unity.

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

*Spring 2019 - Present, Pittsburgh PA*

Co-authoring paper on how Twitch chat bots can enhance online community relationships. Prototyping a Node.js chat bot that learns from the community.

### Google — Material Design UX Engineering Intern

*Summer 2019, San Francisco CA*

Engineered and co-designed an experimental prototype piloting the design of 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 & data structures course required for CS majors & minors.

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

### Facebook Inc. — 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

*More projects and info 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

Built a mobile app where users build and share custom networked augmented reality "treehouses."