# Connie Ye

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## Skills

**Languages**

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

**Programming**

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

**Art and Design**

Figma, Photoshop, After Effects, Premiere, wireframing

## Honors

Carnegie Mellon Undergraduate Research Grant

Frank Ratcheye Funds for Art @ the Frontier Microgrant

Google Accessibility Award TartanHacks 2019

MIT-IBM Best Disaster Solution @ HackMIT 2018

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*
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*
Assisting with computational art tasks, including the preparation of Unity-based augmented reality templates for students to create AR apps.

**OH!Lab at Carnegie Mellon** —— Research Assistant
*Spring 2019 - Present, Pittsburgh PA*
Co-authored a paper on chatbots within online communities. Prototyping chatbots and providing engineering support for research tasks within the lab.

**Google** —— Material Design UX Engineering Intern
*Summer 2019, San Fransisco 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 & 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*

**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."