

GEORGINA WOO

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WORK EXPERIENCE

MIT Summer Research Intern

Brain and Cognitive Sciences, Massachusetts Institute of Technology, Cambridge, MA

May 2024 – Present

- Developed Python projects using machine learning to decode contact information in CNNs and ViTs.
- Used Unity, Blender, and C scripting to generate a large scale dataset for physics modelling.
- Used machine learning features and f-MRI data to find correlations between neural networks and human brain function.

Software Engineer

Department of Computer Science, Hunter College, New York, NY

June 2023 – May 2024

- Designed and implemented C++ programming projects in the style of classic role-playing games to strengthen students' proficiency in implementing Object-Oriented Programming concepts in C++.
- Developed several autograder scripts in Python to automate the grading process for over 250 submissions per project, expediting the grading workflow and automatically delivering personalized feedback on students' code.
- Created thoroughly documented starter code, datasets, and test cases to guide students in thoroughly testing their code.

Teaching Assistant

Department of Computer Science, Hunter College, New York, NY

Artificial Intelligence, Introduction to Robotics

May 2024 – Present

Intro to CS, Software Design and Analysis I/II/III, Computer Theory

Jan 2023 – May 2024

- Tutored in beginner to advanced Python and C++ programming as well as computer theory and formal languages, leading to improved comprehension and application of abstract or theoretical concepts among students.
- Crafted detailed solution sheets to LeetCode exercises to illustrate effective problem analysis strategies for students.

Technical Theatre Engineer

Freelance, Singapore / New York, NY

Mar 2017 – Present

- Fulfilling various roles within production management such as Stage Manager, Lighting Designer, and Production Assistant, by ensuring coordination of all production elements during performances, creating captivating visual elements, and providing crucial support in diverse tasks backstage.

PROJECTS / CO-CURRICULAR

MIT Summer Research Program | Research Internship in the Kanwisher Lab May 2024-Present

Socially-Aware Robot Navigation | Using a Duckiebot to demonstrate socially-aware path navigation Jan 2024 - Present

Computer Vision Research | Using an AR device and Unity3D for real-world reconstruction Aug 2023 - Present

Quantitative Methods @ MIT | Programming with machine learning to analyze and model experimental data Jan 2024

Detecting Data Breaches | Built a neural network to predict the next data breach Dec 2023

Algorithmic Adventures | C++ projects that use data structures and algorithms to create a turn-based RPG Aug 2023

Flix, CawCaw, Parstagram | iOS mobile apps that mimic iMDB, Twitter, and Instagram Oct 2022

NYC Hate Crimes Database | A SQL Database that tracks hate crime reports and arrests in NYC boroughs Aug 2022

CERTIFICATIONS / HONORS

John P. McNulty Scholarship | Hunter College April 2024-Present

Machine Learning Foundations | Break Through Tech and Cornell Tech Aug 2023

Certificate of Achievement - Intermediate iOS Development | CodePath Nov 2022

Grade 8 - Music Theory, Piano | Grade 7 - Harp | ABRSM Aug 2013

EDUCATION

CUNY Hunter College

Bachelor of Arts - Computer Science (GPA: 4.00) / Theatre (GPA: 3.83)

In Progress (Dec 2025)

New York, NY

Republic Polytechnic

Diploma (With Merit) - Arts and Theatre Management (Technical Theatre)

May 2019

Singapore, Singapore

SKILLS

Programming Languages: Python, C++, Unix, C#, Swift, SQL

Version Control: Git

Software: LaTeX, AutoCAD, SketchUp, Vectorworks, Unity3D, Adobe Photoshop, Adobe InDesign, Microsoft Office

Spoken Languages: English (Native), Mandarin (Proficient)

Soft Skills: Problem Solving, Teamwork, Leadership