

# MICHELLE APHAIYARATH

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## Education

### ***Southern Methodist University***

Bachelor of Science in Computer Science  
Bachelor of Arts in Creative Computation

*Dallas, TX*  
May 2019  
GPA: 3.322 / 4

## Relevant Courses

Game Development, Graphical User Interface, Interactive Product Design, Machine Learning, Python for Data Science and AI

## Skills

**Languages** – Python, C++, C#, Java, SQL, HTML, JavaScript | **Software** – Unity, Adobe Illustrator, Microsoft Office

## Professional Experience

### ***Sticky Rice***

#### **Manager**

Spring 2015 - present

- Ensured customers were satisfied throughout their experience, managing complaints as well as questions
- Integrated delivery services and new point-of-sale system for a more profitable and efficient workflow
- Trained and provided support for new staff to develop a capable team

### ***Ericsson***

#### **Multimedia Specialist Intern**

Summer 2017 - Spring 2019

- Assisted the Learning Services team with designing instructional media, including videos, virtual reality apps, and web-based learning
- Created and produced visual assets, from filming to editing to post-production, using Adobe apps such as Premiere, Illustrator and After Effects
- Ensured project requirements and deliverables met through improved quality assurance process
- Developed and delivered projects using Scrum and Agile methodologies

## Projects

#### **Senior Design Project**

Fall 2018 – Spring 2019

- Worked with startup KinTrans to create a proof of concept extending their machine learning based motion recognition app
- Updated UI written with C# and .NET framework as well as enhanced data structure to store data from Kinect
- Effectively collaborated with team, sponsors, and professor to ensure successful sprints and deliverables

#### **Dali Interactive Installation**

Fall 2018

- Designed an interactive installation inspired by Dali's clocks using motion capture data from Orbbec Astra
- Used techniques such as frame differencing and blob tracking to manipulate features of 3D clock objects
- Created with C++ and the Cinder library in Xcode

#### **Hooplife Application**

Fall 2017

- Used combination of SQL for database and HTML, CSS, and Angular framework for UI to build web app
- Executed software development life cycle, from gathering requirements to deployment
- Worked with group to consistently commit and push work using Git for version control