Angelica Bonilla Fominaya

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I am an engineer at Google with an interest in Computer Science, Robotics and Human-Computer Interaction (HCI). I am particularly passionate about the intersection of creative fields and the ethical development of emerging technologies.

Education

BCSA. Computer Science and Fine Arts
Carnegie Mellon University, May 2023 (3.70 GPA)

Skills

Programming/Design Skills:

Python, Java, Javascript, C, Unity, SML, C++, CSS, SQL, MATLAB, Illustrator, Photoshop, In-Design, HTML.

Leadership, Spanish (fluent), group work, communication, organization, data analysis.

Experience

Google Software Engineer (Oct, 2023 - Present)
- Provides Google Maps users with high-quality Electric Vehicle Charging Station data.
- Designs and implements and identifies relevant EVCS data sources, using C++, Java, SQL and other technologies.
- Performs on-call responsibilities and addresses high-impact bugs for Chains Data.

Google Software Engineer Intern (May, 2022 - August, 2022)
- Designed, documented, and implemented Android notification for Google Maps Mobile that aids users through relevant location-specific information, culminating in final presentation.
- Designed and integrated notification-specific information to relevant Java server-side backend updates.
- Implemented notification client-side retrieval using Android.

NASA SUITS Challenge Team Lead (August, 2021 - Present)
- Led and organized team of 8 designers, artists and programmers to develop an AR application for EVA assistance, which we had the opportunity to test NASA Johnson Space Center.
- Developed Voice-User Interface (VUI) and task-management structures for AR in Unity.
- Wrote poster and paper detailing implementation details, accepted and to be presented in UIST'22.
- Received significant media coverage from Carnegie Science Center, Engineering.com, The Tribune.

NASA Research Intern (LaRC) (August, 2021 - Present)
-Researched safety justification and ethics as it pertains to engineering decisions in autonomous vehicles, culminating in a position paper.
- Designed a parser for FAN (Fun Argument Notation) using ANTLR and Java.

Google STEP Intern (May, 2021 - August, 2021)
- Designed and implemented in C++ a retrieval simulator tool that estimates metrics for app-recommendation targeting Machine Learning (ML) models.
- Implemented and designed features to aggregate, slice and filter metrics and designed metrics visualizations and test data using SQL and Python.
- Completed evaluation and development process, including the writing of design documents, code reviews and a final presentation.

Oh!Lab Research Assistant, HCII (September, 2020 - December, 2020)
Latin American Comics Archive encoder and contributor (August, 2020 - May 2023

Honors

Honor	Date
Henry Armero Award	May, 2023
Andrew Carnegie Society	Sept, 2022
Anne Ophelia Dowden Award	April, 2021
Marjory Glassburnn Francis Award	April, 2022
Anne Ophelia Dowden Award	May, 2021
Dean's List	Spring - Fall, 2020, Spring 2022
RIYR Fellowship (granted by the Studio for Creative Inquiry)	May, 2020
Anne Ophelia Dowden Award	November 2019