

Angelica Bonilla Fominaya

(305) 833-1480 | abonilla@andrew.cmu.edu

I am a sophomore at Carnegie Mellon with an interest in Computer Science, Machine Learning (ML) and Human-Computer Interaction (HCI). I am particularly passionate about the intersection of creative fields, such as art, with software engineering. I am currently pursuing an additional major in Human-Computer Interaction.

Education *Intended BS. Cognitive Science and Fine Arts, Human-Computer Interaction*

Carnegie Mellon University

Expected Graduation in 2023, 3.73 GPA

Skills *Relevant Coursework*

Principles of Imperative Computation; Human-AI Interaction; Interactivity & Computation; Statistics; Functional Programming; Interaction Design Overview; Matrices and Linear Transformations

Programming Skills:

Python, Java, Javascript, C, Unity, SML

Design Skills:

Adobe Illustrator, Photoshop, In-Design
HTML, CSS

Other skills:

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

Experience *Creative Writing with Computation and Machine Learning* *January, 2021*

- Participated in a two-week long **Machine Learning** workshop using Natural Language Processing libraries to create generative, poetic text.
- Developed generative writing software and curated pieces of writing assembled on a zine.

Soli Landscapes *October, 2020*

- Developed a camera app that allows users to use **Google ATAP's Soli sensors** to traverse and photograph generative landscapes.
- Programmed **JavaScript web application** that can be used through the Soli Sandbox app.

HCII Research Assistant *September, 2020 - present*

- Planned, ran and co-designed focus groups and mini game jams.
- Analyzed qualitative data and researched on counterspaces.
- Utilized **iterative digital prototyping (Unity)** for *Counterspace Games*.

Tartan Scholar Ambassador *August, 2020 - present*

- Organized events and mentored first-year students from underrepresented backgrounds.
- Provided resources to students and participated in Title 9, LGBT, and mental health trainings.

LACA Research Assistant *January, 2020 - May, 2020*

- Transcribed Latin American comics for the LACA Digital Humanities project using CBML
- Documented and analyzed comic book content for cultural preservation and conservation.

Honors *Dean's List* *Spring - Fall, 2020*

RIYR Fellowship (*granted by the Studio for Creative Inquiry*) *May, 2020*

Anne Ophelia Dowden Award (*granted by CMU*) *May, 2020*

Hack112 Hackathon (*special category award*) *November 2019*

Scholastics Art and Writing Awards National Gold Medalist *June 2019*

Global Game Jam Hackathon *May 2019*