# Angelica Bonilla Fominaya

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I am a student 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 and space. I am currently pursuing a minor in Neural Computation and an internship at NASA Langley Research Center.

## Education

**BCSA. Computer Science and Fine Arts**
**Minor in Neural Computation**
Carnegie Mellon University
*2023, 3.64 GPA*

## Skills

**Relevant Coursework**
Principles of Imperative Computation; Human-AI Interaction; Interactivity & Computation; Statistics; Functional Programming; Interaction Design Overview; Matrices and Linear Transformations; Introduction to Computer Systems, Parallel Data Structures and Algorithms.

**Programming/Design Skills:**
Python, Java, Javascript, C, Unity, SML, C++, CSS, SQL, MATLAB, Adobe Illustrator, Photoshop, In-Design, HTML.

**Other skills:**
Leadership, Spanish (fluent), group work, communication, organization, data analysis.

## Experience

**Incoming Google Software Engineer Intern** *(May, 2022 - August, 2022)*

**NASA SUITS Challenge Team Lead (August, 2021 - Present)**
- Led and organized team of 8 designers, artists and programmmers to participate in the NASA SUITS challenge, where we designed and built an AR application for EVA assistance.
- Wrote 10-page proposal paper outlining initial designs.
- Programmed and designed task navigation and voice user interface using MRTK and C# in Unity.

**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 and built 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 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.

**Human-Computer Interaction Institute RA** *(September, 2020 - December, 2020)*
- 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.*

**Latin American Comics Archive encoder and contributor** *(August, 2020 - Present)*

## Honors

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| Marjory Glassburnn Francis Award | *April, 2022* |
| FRFAF Microgrant | *November, 2021* |
| Anne Ophelia Dowden Award | *May, 2021* |
| Dean's List | *Spring - Fall, 2020* |
| RIYR Fellowship *(granted by the Studio for Creative Inquiry)* | *May, 2020* |
| Anne Ophelia Dowden Award | *May, 2020* |
| Hack112 Hackathon Special Category Award | *November 2019* |
| Scholastics Art and Writing Awards National Gold Medalist | *June 2019* |