

# Angelica Bonilla Fominaya

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

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

**BS. Cognitive Science and Fine Arts**

**Additional Major in Human-Computer Interaction, Minor in Computer Science**

Carnegie Mellon University

*Expected Graduation in 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

### Programming Skills:

Python, Java, Javascript, C, Unity, SML, C++  
SQL

### Design Skills:

Adobe Illustrator, Photoshop, In-Design  
HTML, CSS

### Other skills:

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

## Experience

### 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.

### Incoming NASA Intern (August, 2021 - December, 2021)

### 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.

### 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*.

### Spanish Oral Assistant TA (August, 2020 - Present)

### Tartan Scholar Ambassador (Student mentor/leader) (August, 2020 - May, 2021)

### Virtual Tour Guide (August, 2020)

### 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.
- Presented findings with Dr. Felipe Gomez at La Libreria (located in Santa Marta, Colombia) virtually.

## Honors

Anne Ophelia Dowden Award (*granted by CMU*)

May, 2021

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