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. 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

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.

Skills

Programming Skills:
Python, Java, Javascript, C, Unity, SML, C++
SQL, MATLAB

Design Skills:
Adobe Illustrator, Photoshop, In-Design HTML, CSS

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

Experience

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

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.

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 Librera (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*