Nina Lutz

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Profile	MIT trained engineer, technologist, and designer. Passionate for creative and thorough technical solutions for cross disciplinary challenges.

Education

Massachusetts Institute of Technology   September 2015 - June 2019
Candidate for B.S in Computer Science and Engineering, Minor in Design

Experience

Research Assistant; MIT Media Lab Object Based Media   June 2018–Present
Conducting individual research as well as group research. Individual research focusing on new relationships between technology, cosmetics, and architecture. Developing scattering models for alternative lighting and artificial intelligence around cosmetics and real time video processing. Group research including repairing old demonstrations via electronics and control code design and preparing an exhibition piece for the MIT Museum centered around algorithmic projection mapping and complex geometry manufacturing.

Research Assistant, MIT Media Lab City Science; Cambridge, MA   2015 - 2018
Programming software for tangible intervention systems. Formulating math models for simulations like gender accessibility in cities or office workflow based off sensor data. Developing algorithms and data structures to make complex systems more realistic and efficient for real time changes and interaction. Processing, analyzing, and visualizing large sets of spatial data for user intervention. Utilizing computer vision, embedded electronics, and projection mapping. Managing projects, work sessions with member companies, and demos.

Software Engineering Intern, Apple; Cupertino, CA   Summer 2017
Developed software in context of various Apple products in the Cloud Services Localization (CSL) team and analyzed device interaction and behavior through international consumers.

Software Developer, PJ's Radio Control; Scottsdale, AZ   2012-2015
Designed and developed website. Integrated e-commerce. SEO for Amazon and other third party retailers. Configured part fitment database and search parts by model tool in website.

Skills

Software	Java, Python, C++, C
Web	Javascript, CSS, HTML, SQL, Ruby on Rails, three.js, OpenGL
Visualization	Processing, p5.js, d3.js, Tableau, TouchDesigner
Electronics	Arduino, Eagle, PID, general electronics and controllers, circuit design
Design	CAD (Rhinoceros and Grasshopper), Photoshop, Illustrator, Lightroom, InDesign, Drafting, Unity
Fabrication	Laser cutter, 3D Printer, CNC, Woodworking, Hand tools, Water jet
Misc.	QGIS, ArcGIS, Projection Mapping, Machine Learning