Sai Priya Jyothula

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Education

Ph.D., Computer Science (Research areas: Collaborative VR/AR in consumer research, data visualization, HCI)
University of Illinois Chicago, May 2024, GPA: 4.0
M.S., Computer Science
University of Illinois Chicago, May 2017, GPA: 4.0
B.Tech, Electronics and Communication Engineering
Rajiv Gandhi University of Knowledge Technologies, Nuzvid, India, May 2015, GPA: 3.9

Technical Skills

VR and AR app development: Unity, Unreal, VRTK, SteamVR, Vuforia, ARCore, ARKit, standalone iOS & Android
3D modeling software and graphics libraries: Blender, Autodesk Maya, WebGL, OpenGL, Adobe Creative Suite
Programming languages: C#, C++, Python, Java, C, R, SQL
Web development: HTML, CSS, JavaScript
JavaScript libraries: D3, Three.js, Node, React, jQuery, Fabric.js, Leaflet
Experience integrating ML/AI models, LLMs, GANs, TensorFlow, Get3D with Unity

Work Experience and Publications

- **PhD Research Intern (Virtual Reality) at Procter and Gamble**
  Worked on VR and AR projects to provide solutions for different business units in product design, consumer research and marketing (Summer Internship, 2020 – 2022). Experience with 3D animation, facial expressions.
- **Hummingbird VR –** Developer for Hummingbird, which is a multiuser VR theater experience created at the Electronic Visualization Laboratory at UIC in collaboration with Chicago's Tony Award-winning Goodman Theatre using multiple Oculus Quest HMDs. Successfully performed at EVL in Summer 2021, presented to live theater audience at the Goodman Theatre during their New Stages 2021 festival, SIGGRAPH 2022 and at Chicago Children's Theatre in 2023.
  Links: https://hummingbirdvr.com/ and https://dl.acm.org/doi/abs/10.1145/3532834.3536213
- **AbilityLab VR (Research Assistant at UIC) –** Developed and worked on multiple VR projects for patient rehabilitation in collaboration with Shirley Ryan AbilityLab, Chicago (2018 – 2023).
- **Teaching Assistant** for the courses Machine Organization; Programming Language Design and Implementation; Virtual, Augmented & Mixed Reality; Database Systems; Visualization and Visual Analytics.

Selected Projects

- **Here Comes the Sun – Virtual, Augmented and Mixed Reality Course Project.** A VR application developed for HTC Vive that visualizes exoplanetary systems and helps the user make comparisons between different planetary systems.
  Link: http://saipriyajyothula.github.io/arvr/HereComesTheSun.html
- **Smart Money Manager – Second prize and Capital One API prize winners** at MHacks 8.
  A Google Chrome extension that reminds users of upcoming subscription payments, helps them keep track of their money and gain insight into their spending habits.
  Link: https://devpost.com/software/smart-money-manager
- **Intellisurance – Winners of Vitech API prize** at YHack '16, Yale University.
  Intellisurance visualizes the results of previous marketing campaigns based on demographics and helps insurance companies to accomplish effective targeted marketing.
  Link: https://devpost.com/software/intellisurance
- **Vizbooks – Visualization and Visual Analytics Course Project.**
  This project visualizes emotions and sentiments within various books in English Literature. Link: https://github.com/saipriyajyothula/saipriyajyothula.github.io/tree/master/vizbooks
- **SmartDoor – User Interface Design and Programming Course Project.**
  SmartDoor is a simulation of the main door of a house having large 4K touch displays on either side of the door with internet connectivity, speakers, cameras and microphones.
  Link: http://saipriyajyothula.github.io/smartdoor/