Sai Priya Jyothula

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Education

Ph.D., Computer Science (currently pursuing)
University of Illinois at Chicago, expected: May 2023, GPA: 4.0
M.S., Computer Science
University of Illinois at 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

Virtual and augmented reality app development: Unity, SteamVR, VRTK, Vuforia, Oculus
3D modeling software: Blender, Maya
Programming languages: Python, Java, C, C#, R, SQL
Web development: HTML, CSS, JavaScript
JavaScript libraries: D3, Three.js, Node, React, jQuery, Fabric.js, Leaflet

Work Experience and Publications

PhD Research Summer Intern (Virtual Reality) at Procter and Gamble
Worked on VR and AR projects to provide solutions for different business units (2020 – 2022).
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 and presented to live theater audience by the Goodman Theatre during their New Stages 2021 festival. Link: https://hummingbirdvr.com/

📖 *Daria Tsoupikova, Jo Cattell, Andrew Johnson, Lance Long, Arthur Nishimoto, and Sai Priya Jyothula. 2022. Hummingbird: A Collaborative Live Theater and Virtual Reality Adventure. In ACM SIGGRAPH 2022 Immersive Pavilion (SIGGRAPH '22). Association for Computing Machinery, New York, NY, USA, Article 5, 1–2. https://doi.org/10.1145/3532834.3536213*

Research Assistant at the University of Illinois at Chicago
Developed and worked on multiple VR projects for patient rehabilitation in collaboration with Shirley Ryan AbilityLab, Chicago (Summer 2018 – till date)
Teaching Assistant at the University of Illinois at Chicago
TA Courses: Virtual, Augmented and Mixed Reality; Visualization and Visual Analytics; Database Systems; Machine Organization; Programming Language Design and Implementation.

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/