TONISHEE R. SMITH

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EDUCATION

Georgia Institute of Technology

B.S. Computational Media
Concentration: Media / Interactive Design & Experimental Media

August 2016 - *December 2019*

GPA: 3.91

IT University of Copenhagen

Digital Design and Interactive Technologies

January 2019 - June 2019

SKILLS

PROGRAMMING & DESIGN

Java	InDesign
Python	Photoshop
C#	Illustrator
C	XD
HTML	Figma

APPLICATIONS

Processing
Unity
Maya
Android Studio

CERTIFICATIONS

CIW v5 Database Design Specialist Certified
April 2015

MOAC MTA Database Administration Fundamentals 98-364 Certified
January 2015

MOAC MTA Software Development Fundamentals 98-361 Certified
January 2015

WORK EXPERIENCE

Information Technology Internship | Dycom Industries
User Experience Intern
June 2019 - August 2019 | Palm Beach Gardens, FL

- Led a project defining the role of augmented reality technology as it pertains to the company's telecommunications process
- Designed and developed an AR prototype for iOS and Android devices
- Authored a 15 page research paper about the technology and project potential
- Outlined design guidelines for AR applications as part of the company's design system
- Programming language: C#. Applications: Unity & Figma

Paper & Clay Art Studio | Georgia Institute of Technology
Newsletter & Social Media Content Coordinator
January 2018 - Present | Atlanta, GA

- Managed print orders, hosted events, and created internal and external sign material
- Created and administered studio newsletter via MailChimp, established studio social media content and theme via Instagram and Facebook

RESEARCH

Tree Growth Graphics Simulation | Georgia Institute of Technology
Undergraduate Research Assistant
August 2018 - December 2018 | Atlanta, GA

- Explored algorithms and procedures to simulate the growth of 5 different species of trees in a 3D graphic environment
- Implemented concepts include orthonormal basis, matrix transformations, and object-oriented programming to achieve the graphical representations.
- Programming language: Java. Application: Processing

Exploration of Invasive Voice Assistant Technology | IT University of Copenhagen
Locative Media Research Team
January 2019 - June 2019 | Copenhagen, Denmark

- Programmed a text to speech application and wrote a narrative to emulate the technological and personality characteristics present in voice assistant technology
- Designed and conducted interactive experiments with 3 test subjects
- Co-authored a 15 page research paper critiquing the ethical implications of voice assistant technology in the private space

PROJECTS

Subdivision Meshes | 2018
Processing | Python

- Calculated mesh subdivision for 5 3D polygons using the corners table method
- Implemented concept to be visible at 4 levels of subdivision

Ultimate Cone Stack | 2017
Gameboy Advanced Emulator | C

- Programmed and designed artwork for a 2D sprite game
- Features include: dynamic sprite creation using structs, tile maps, state machine driven transitions, and 3 levels equipped with mechanisms for enjoyable game play

Constellations | 2017
Processing | Java

- Developed an interactive drawing program that enabled users to create illustrations from coordinate points of stars fixated to the Processing drawing canvas
- Features include: 8 color options, randomization of star coordinates and erase functions

RELEVANT COURSEWORK

COMPUTER SCIENCE

Object Oriented Programming
Data Structures and Algorithms
Media Devices and Architecture
Computer Graphics
Video Game Design
Computational Aesthetics

MEDIA

Principles of Visual Design
Constructing the Moving Image
Principles of Interaction Design
Experimental Digital Media
Concept Development
Locative Media