

Gabriela VEGA

<https://vegabs.netlify.app/>
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Undergraduate researcher and Electrical Engineering student with multidisciplinary software and hardware skills. My research interests are Human-Computer Interaction, Sensing, Wearable Computing, VR/AR, IoT, and Computer Vision. Interested in apply to a PhD program started in 2023. Eager to contribute to science development in Peru.

EDUCATION

2017 now	Peruvian University of Applied Sciences, UPC, Peru <ul style="list-style-type: none">> B.Eng. Electrical Engineering> GPA : 3.98/4.00
2021 now	Bolivarian Pontifical University, UPB, Colombia <ul style="list-style-type: none">> Exchange Student in Engineering in Digital Entertainment Design> Coursework : AR/VR, Computer Vision, Interactive Physical Systems.

PUBLICATIONS

1. SUN, Shuyi, **VEGA, GABRIELA**, Denis MARCELLIN-LITTLE et Katia VEGA (2021). "WOOFlex : A Wearable Device to Aid Canine Flexibility Exercises". In : *Proceedings of the Eighth International Conference on Animal-Computer Interaction (ACI'21)* [Accepted].

RESEARCH & INDUSTRY EXPERIENCE

Jan. 2021 now	Undergraduate Visitor Researcher, UC DAVIS, Remote <ul style="list-style-type: none">> Interactive Organisms Lab. Advised by Prof. Katia Canepa Vega.> Prototyped a canine joint angle measurement wearable using 9DOF Inertial Measurement Units (IMU).> Developed a web application that allow wireless communication between a wearable device using the p5ble.js library and a BLE module.> Collaborated on a project to design a multi modal feedback wearable that allow users to perform canine exercises correctly. <div>HTML/CSS JavaScript C Arduino IMU BLE</div>
Jan. 2020 Dec. 2020	Software Intern, BUSINESS ANALYTICS SAC., Peru <ul style="list-style-type: none">> UI design and front-end web development of a web app for geocoding addresses using interactive maps, using Adobe XD and Angular 9.> Web scraping and data cleaning of Google Cloud Platform billing data using Python, Selenium and SQL.> Implementation of AI models for text recognition in PDFs using Microsoft AI Builder and Microsoft Power Apps. <div>Python Selenium C# Angular HTML CSS</div>

PROFESSIONAL ACTIVITIES

Conference Organizer	LatinX in AI Workshop at NeurIPS'21
Student Volunteer	ISMAR'21, UIST'21, CSCW'21

AWARDS & HONORS

2020 - now	Scholarship, <i>Ministry of Education, Peru</i>
2020	Vice President, <i>IEEE Communication Society UPC Chapter</i>
2020	Partial Scholarship AI Bootcamp, <i>Saturdays AI LATAM Program</i>
2017 & 2020	Honor Scholarship, <i>Peruvian University of Applied Sciences</i>

SKILLS

Programming	Python, C/C++, MATLAB, C#, HTML/CSS, JavaScript, SQL, PHP
Tools and Frameworks	Android, Unity, Vuforia, ReactJS, Flask
Libraries	Ardity, Mediapipe, Pandas, Numpy
Hardware	Arduino, Raspberry PI, ESP32
Design	Figma, Adobe XD
Soft Skills	Leadership, Fast learner, Proactive, Time Management

PROJECTS

List of projects available at : <https://vegabs.netlify.app/>

LEADERSHIP

INGENIA PERU

2021 - NOW

 [INGENIA Instagram](#)

Interviewer and Social Media. INGENIA is an ONG that promote STEM careers and provide information to high school peruvian girls and early year female student related with STEM careers and personal development.

IEEE COMMUNICATION SOCIETY UPC CHAPTER

2017 - NOW

 [IEEE ComSoc UPC Website](#)

Board Member. Support in the organization of workshops and projects related with telecommunications and management of social media. Speaker at the mentorship program organized for our volunteers and early year students at my university.