Gabriela **Vega**

https://vegabs.netlify.app/
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Education

2017 – now | **Peruvian University of Applied Sciences, UPC, Peru**
- B.Eng. Electrical Engineering
- GPA : 3.98/4.00. Expected graduation : December 2022

Jul. 2021 – Nov 2021 | **Bolivarian Pontifical University, UPB, Colombia**
- Exchange Student in Engineering in Digital Entertainment Design
- Coursework : Interactive Physical Systems, AR/VR, Computer Vision

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 Experience

Jan 2022 | **Research Intern, University of Auckland, Remote - New Zealand**
- Emphatic Computing Laboratory (ECL). Directed by Prof. Mark Billinghurst.
- Accepted into the ECL Virtual Internship Program, Winter 2022
- Project : Streamlined Physiological Analysis Unity Plugin for Virtual Reality Development, supervised by Kunal Gupta, Nastaran Saffaryazdi.
- Working on add support from the LSL framework to the ECL in-house libraty, Octopus Sensing.

Python | Unity | VR | LCL | Sensing

Jan. 2021 – Dec. 2021 | **Undergraduate Visitor Researcher, UC Davis, Remote - USA**
- Interactive Organisms Lab. Advised by Prof. Katia Canepa Vega.
- Developed 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.

HTML/CSS | JavaScript | C | Arduino | IMU | BLE

Professional Activities

Student Volunteer TEI 2022, ISMAR 2021, UIST 2021, CSCW 2021
Conference Organizer LatinX in AI Workshop at NeurIPS'21

Awards & Honors

2022 Vice President, *IEEE Communication Society UPC Chapter*
2020 - 2021 Scholarship, *Ministry of Education, Peru*
2020 Partial Scholarship AI Bootcamp, *Satudays AI LATAM Program*
2017 & 2020 Honor Scholarship, *Peruvian University of Applied Sciences*

Skills

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

Projects

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

Outreach and Leadership

RobBuild Education SINCE 2022

LinkedIn

Teacher. Teaching programming to children using VEXcode VR.

INGENIA Peru SINCE 2021

Instagram

Interviewer and Social Media. INGENIA promote STEM careers and provide information to high school peruvian girls and early year female student.

IEEE Communication Society UPC Chapter SINCE 2017

Website

Vice President. Support in the organization of workshops and projects related with telecommunications and management of social media.

Industry Experience

Jan. 2022 – now — **Junior Developer, APPeiron Software LLC., Peru**

- Developing a loyalty mobile app using Flutter.
- Prototyping computer vision solutions using Google Vision API to detect logos and product prices from labels.

Android | Flutter | Google Cloud Vision

Jan. 2020 – Dec. 2020 — **Software Intern, Business Analytics SAC., Peru**

- 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.

Python | Selenium | C# | Angular | HTML | CSS