

# GABRIELA VEGA

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## EDUCATION

### Peruvian University of Applied Sciences - UPC

B.Eng. in Electrical Engineering - Upper Third

2017 – present

Peru

### Bolivarian Pontifical University - UPB

Exchange student in Engineering in Digital Entertainment Design

2021 – present

Colombia

## PEER-REVIEWED PUBLICATIONS

- Shuyi Sun, **Gabriela Vega**, Denis Marcellin-Little, and Katia Vega. 2021. WOOFlex: A Wearable Device to Aid Canine Flexibility Exercises. In Proceedings of the Eighth International Conference on Animal-Computer Interaction (ACI'2021). Association for Computing Machinery, New York, NY, USA. (To Appear)

## RESEARCH INTERESTS

- AR/VR
- Human-Computer Interaction
- Computer Vision
- Wearable Computing
- Artificial Intelligence
- Internet of Things
- Human Augmentation

## RESEARCH EXPERIENCE

### Interactive Organisms Lab, UC Davis

Undergraduate Visitor Researcher, Advised by Prof. Katia Canepa Vega

Jan 2021 – present

Remote

- Design and implementation of a canine joint angle measurement system using 9DOF Inertial Measurement Units (IMU).
- Web development to allow wireless communication between a wearable and a web application using the p5ble.js library and Bluetooth Low Energy technology.
- Design of a multi modal feedback system that allow users to perform canine exercises correctly using light, text and audio feedback.

## INTERNSHIP EXPERIENCE

### Business Analytics SAC

Software Intern

Jan 2020 – Dec 2020

Peru

- UI design and web development of Locator, a web app for geocoding addresses in Peru with 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.

## TECHNICAL SKILLS

**Programming:** Python (OpenCV, numpy, pandas, PyTorch), C, C++, MATLAB, C#, HTML, CSS, JavaScript, SQL, PHP

**Hardware prototyping:** Arduino, Raspberry PI, ESP32

**Tool:** Unity, Vuforia, p5.js

**Design:** Figma, Adobe XD, Adobe Lightroom

## PROFESSIONAL ACTIVITIES

**Conference Organiser:** LatinX in AI Workshop at NeurIPS'21

**Student Volunteer:** ISMAR'21, UIST'21, CSCW'21

## LEADERSHIP

### INGENIA

Interviewer

2021 – Present

- Work as a interviewer and graphic designer at INGENIA, an ONG that promote STEM careers and provide information to high school peruvian girls.

### IEEE Communication Society UPC Chapter

Board Member

2017 – Present

- Support in the organization of technological workshops and projects and management of social media.