Angelica Bonilla Fominaya

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I am a student at Carnegie Mellon with an interest in Computer Science, Robotics and Human-Computer Interaction (HCI). I am particularly passionate about the intersection of creative fields, such as art, with emerging technologies and space.

Education

BCSA. Computer Science and Fine Arts
Minor in Neural Computation
Carnegie Mellon University, May *2023 (3.64 GPA)*

Skills

Programming/Design Skills:
Python, Java, Javascript, C, Unity, SML, C++, CSS, SQL, MATLAB, Illustrator, Photoshop, In-Design, HTML.

Other skills:
Leadership, Spanish (fluent), group work, communication, organization, data analysis.

Experience

Textile Lab Research Assistant, Robotics Institute (October, 2022 - present)

Google Software Engineer Intern (May, 2022 - August, 2022)
- Designed, documented, and implemented Android notification for Google Maps Mobile that aids users through relevant location-specific information, culminating in final presentation.
- Designed and integrated notification-specific information to relevant Java server-side backend updates.
- Implemented notification client-side retrieval using Android.

NASA SUITS Challenge Team Lead (August, 2021 - Present)
- Led and organized team of 8 designers, artists and programmers to develop an AR application for EVA assistance, which we had the opportunity to test NASA Johnson Space Center.
- Developed Voice-User Interface (VUI) and task-management structures for AR in Unity.
- Wrote poster and paper detailing implementation details, accepted and to be presented in UIST'22.
- Received significant media coverage from Carnegie Science Center, Engineering.com, The Tribune.

NASA Research Intern (LaRC) (August, 2021 - Present)
-Researched safety justification and ethics as it pertains to engineering decisions in autonomous vehicles, culminating in a position paper.
- Designed a parser for FAN (Fun Argument Notation) using ANTLR and Java.

Google STEP Intern (May, 2021 - August, 2021)
- Designed and implemented in C++ a retrieval simulator tool that estimates metrics for app-recommendation targeting Machine Learning (ML) models.
- Implemented and designed features to aggregate, slice and filter metrics and designed metrics visualizations and test data using SQL and Python.
- Completed evaluation and development process, including the writing of design documents, code reviews and a final presentation.

Oh!Lab Research Assistant, HCII (September, 2020 - December, 2020)
- Planned, ran and co-designed focus groups and mini game jams.
- Analyzed qualitative data and conducted research on digital counterspaces.

Latin American Comics Archive encoder and contributor (August, 2020 - Present)

Honors

Marjory Glassburnn Francis Award — *April, 2022*
Anne Ophelia Dowden Award — *May, 2021*
Dean's List — *Spring - Fall, 2020, Spring 2022*
RIYR Fellowship *(granted by the Studio for Creative Inquiry)* — *May, 2020*
Anne Ophelia Dowden Award — *November 2019*