

ANGELICA KOSASIH

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EDUCATION

Cornell Tech, New York, NY May 2022
Dual M.S. in Information Systems and Applied Information Sciences (Connective Media) | GPA: 3.87
Merit Scholar

Relevant Coursework: Master's Thesis in AR/VR, Introduction to Computer Vision, Applied Machine Learning, Algorithms & Data Structures, Tech, Media & Democracy, Applied Technopoetics

Hong Kong University of Science and Technology, Hong Kong, HK May 2020
Dual degree, B.Eng. in Computer Science and B.B.A. in General Business Management

TECHNICAL SKILLS

Coding Language: C#, Python, C/C++, HTML/CSS, JavaScript
Other Tools: React, Figma, Angular, Sass, React Native, D3.js, Three.js, Node.js, Unity, MRTK, Blender

EXPERIENCE

Meta, Software Engineer, Menlo Park Oct 2022 - Present

- Worked on React-based projects for Facebook and Workplace products

Cornell XR Collaboratory, Student Researcher, New York Feb 2021-May 2022

- Built a handheld AR and HoloLens simulator in VR with replicated interactions and controllable jitter, drift, and latency artifacts
- Built a cross-platform AR furniture placement app for the HoloLens, iPhone, and simulators to compare their performance
- Conducted user studies to understand whether and to what extent simulated AR in VR can be used to prototype AR interactions

Cornell XR Care Lab, Mixed Reality Research Intern [[Link](#)], New York May 2021-Aug 2021

- Closely collaborated with ~6 medical professionals, professors, and HCI researchers to iteratively test and develop a HoloLens app
- Developed a custom HoloLens app that supports synchronized 3D annotation, pointer, and avatar positions for remote collaboration, including the UI and essential video conferencing features using Mixed Reality Toolkit
- Integrated WebRTC on both the HoloLens and VR applications to synchronize video, audio, and avatar position between them

Kickstarter-backed Origami Labs, UI/UX Intern, Hong Kong Feb 2018-Aug 2018

- Identified key user pain points by initiating reviews of >50 customer feedback responses with marketing and engineering teams
- Reduced customer onboarding time by 50% by leading a team to develop a unified interactive tutorial linked between all customer touchpoints, including the packaging, website, and app [[Link](#)]
- Improved the usability of the wearable's app by 96% by redesigning the entire app and iteratively analyzing user feedback [[Link](#)]

PROJECTS

Gesture-based RasPi Drawing Application [[Link](#)], (Python, OpenCV, numpy) Feb 2022-May 2022

- Built a hardware system that records audio, tracks a marker using a camera, and uses qwic buttons to switch between drawings
- Developed an object tracker using the camera and OpenCV to use derived coordinates as input for the drawing system

MVPie Menu: A Multimodal Voice-enhanced Pie Menu for Efficient VR System Control [[Link](#)], (Unity, C#) Feb 2021-May 2021

- Research project designing a new system control interface using voice recognition and a pie menu in VR
- Integrated voice command support and pie menu using PocketSphinx, originally for Android devices
- Developed key system control features, such as undo function, to follow the 10 usability heuristics to mitigate usability issues
- Analyzed user study, and found that 75% of participants preferred our voice-supported pie menu over a traditional pie menu

HMCC Event Management Mobile App, (React Native, Sass, Firebase) May 2020-Aug 2020

- Initiated and led a team of 6 volunteers with full-time jobs and little app development experience to deliver a working prototype and system requirements of an event management app for a community of 150 people
- Built several of the mobile app's pages, including a calendar and event description pages, using React Native and setup the database using Firebase
- Improved usability by 90% by conducting design provocation studies and usability tests

Flounder: The no-code platform to create AR spaces [[Link](#)], (React, Node.js, Three.js) Jun 2018-Sep 2019

- Built and designed the front-end of a web-based AR authoring tool aimed to help store owners create interactive AR experiences
- Developed 3D object manipulation tools such as resize and move, 3D model uploading system, model viewer, and object metadata editing features such as name and description
- Key presenter for the team, won *Best Final Year Project* out of >100 projects, and was selected to represent the university for the *ASM Technology Award*

Global Startup Trends Data Visualization, (React, D3.js)

Feb 2018-May 2018

- Visualized 170k Crunchbase data by building 3 different interactive data visualizations showing the correlation between investor activity and the startup ecosystems in each country

LEADERSHIP/ EXTRACURRICULAR ACTIVITIES

XR Researched [[Link](#)], Writer, New York

Feb 2022-Present

- A bi-weekly newsletter where I select, summarize and discuss an XR-related research paper

UST Design Series, Co-founder, Hong Kong

Feb 2019-Jun 2019

- Reached >100 students by organizing 6 talks and workshops on entrepreneurship and rapid prototyping from industry experts

HKUST Robotics Team, Senior Hardware Engineer, Hong Kong

Sep 2016-Aug 2017

- Mentored 8 team juniors on optimized PCB design, motor control, and communication protocols for robotics development