Gwen Edgar

gwenfedgar@gmail.com

EDUCATION

MASSACHUSETTS INSTITUTE OF TECHNOLOGY (MIT)
Bachelor's degree in Electrical Engineering and Computer Science, Minor in Comparative Media Studies (2019)

COURSEWORK

Video Game Design and Development, Design and Development of Games for Learning, Artificial Intelligence, Machine Learning, Game Design, Cognitive AI, Designing Audio Experiences, Computer Systems Engineering, Digital Communication Systems, Signals and Systems, Algorithms, Strobe Project Lab, HackingXR

PROJECTS

Going-in-Blind: An Audio Augmented Reality Experience   Fall 2019
Using the spatial sound capabilities of Unity in conjunction with Bose Frames, we designed a game where the player uses their ears to navigate.

Napal Learning Through Games Initiative   Spring 2019
Though MIT, I worked in a team to build a market understanding game designed for use in classrooms as supplemental material for middle school students.

VR Biology Learning Experiment CLEVR   Spring 2018
I worked with the MIT Game Labs and local schools to create a biology learning experiment using a human cell in VR with a companion navigator app to teach cell biology to middle schoolers through creative play

MIT AR/VR Hackathon Best AR Award   Fall 2017
Created an app called CosplayAR where a user would select and modify a design, and the app made an AR overlay that would place a stable pattern outline over the fabric.

Toy Design   Spring 2016
Worked in a group of five people to design a toy for a market and go through prototyping to making a final working model which was presented the greater MIT community.

EXPERIENCE

Nirrin Analytics Software Engineer   June 2019 - now
Taking a leading roll as software engineer in biotech start-up, Nirrin Analytics, which is using NIR laser technology to read and predict analyte levels in bioreactor medium.

Fritz.io Internship   January 2018-August 2018
Worked with a Boston based startup that was creating a platform to run machine learning algorithms locally on a mobile device as well as a system to evaluate the developer's learning models

H2L Internship   Summer 2017
Worked at the Japanese startup H2L on programs in Unity and Choregraphe that connected the Unlimited Hand (product of company), the robot NAO, and a Hololens such that a gesture read on the Unlimited Hand would be performed by NAO while visuals and movement were shared between NAO and the Hololens.

SKILLS

Programming Experience: Java, C#, Python, Javascript, ML, Arduino
Software Experience: Unity, Linux, Github, Bose AR, Oculus with Unity, Choregraphe, Hololens, NAO, Unlimited Hand, Visual Studio, Vuforia