RIYA KANANI

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EDUCATION

University of Maryland, College of Computer, Mathematical, and Natural Sciences — May 2025
Bachelor of Science, Computer Science and Immersive Media Design — GPA: 3.8

Relevant Coursework

- Algorithms, Discrete Structures, Introduction to Computer Systems, Creative Coding for Digital Media, Introduction to Computational Media, Calculus II, Linear Algebra, Intro to Data Science, Computer Vision, Intro to AI, Data Structures, Object Oriented Programming II

WORK EXPERIENCE

University of Maryland — College Park, MD
Teaching Assistant: Introduction to Immersive Media — Aug 2023 – May 2024

- Assisted in debugging projects within Unity Engine and C# scripts
- Empowered students with knowledge and resources to translate conceptual ideas into tangible, successful projects
- Demonstrated a commitment to maintaining high standards of professionalism in grading and assessment of works, ensuring students receive constructive feedback for academic and professional growth

NASA Ocean Project — College Park, MD
Researcher — Aug 2023 – May 2024

- Created C# scripts to simulate phytoplankton responding to camera input data in Unity Engine
- Played a key role in brainstorming sessions to create an effective method to represent phytoplankton across various zoom scales, ensuring visual cohesion and engaging the user
- Conducted research on how different phytoplankton respond to different light stimulus

Rock Creek Group — Washington, DC
Data and Reporting Intern — Summer 2023

- Developed software solutions to remodel data, facilitate data visualization, and streamline and automate complex calculations
- Conducted testing and resolved issues within scripts authored by other team members
- Engaged in client interactions and communications

Cloud Computing Research Lab — College Park, MD
Peer Research Mentor — Aug 2021 – May 2023

- Collaborated with colleagues to develop an image classification model by leveraging a pre-trained convolutional neural network, AlexNet, in conjunction with a decision tree classifier that integrated geospatial data (longitude and latitude). This collaborative effort resulted in a successful achievement of an 81.29% accuracy rate
- Utilized the NASA Globe Clouds database to curate a data set comprising cloud images with essential metadata attributes including longitude, latitude, and timestamp

PROJECTS

Crimson Premonition — College Park, MD
Video Game — Aug 2023 – Dec 2023

- Learned effective human computer interaction when designing a video game for intuitive play
- Utilized tools such as gestural recognition, particle systems, computer vision, and networking to create several minigames in Unity Engine

Anodyne — College Park, MD
VR Installation — Jan 2023 – May 2023

- Acquired proficiency in designing immersive exhibitions that facilitated multimedia experiences
- Acquired experience in problem-solving and effective communication through collaborative project management
- Furthered understanding of the potential and limitation of VR as a storytelling and experiential medium

ACTIVITIES

Girls Who Code — College Park, MD
Web Developer and Teaching Assistant — Feb 2023 – Current

- Contributes to the website development and maintenance, utilizing tools including Figma, HTML, and CSS
- Provided instructions in python fundamentals to middle and high school aged girls

SKILLS

Software: Unity Engine, Adobe Suite, Microsoft Office Suite, Cinema4D, Maya
Languages: Java, Python, Linux, C, MIPS Assembly, Ocaml, Ruby, Rust, Latex, C#