

Gabriel Caniglia

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EDUCATION

Northwestern University, GPA—3.84

Sep 2015—Jun 2019 (Expected)

B.A. Computer Science and Cognitive Science, Segal Design Certificate

Relevant coursework: Human-Computer Interaction, Computer Systems, Intro to Artificial Intelligence, Intro to Computational Linguistics, Cognitive Psychology, Data Structures and Data Management, Data Visualization in Virtual Reality, Algorithms and Society, Design, Thinking, Doing (DTD), Industrial Design

WORK EXPERIENCE

Marathon Data Visualization Intern, Industrial Engineering Department

Jun 2017—Present

- ▶ Developing and deploying a dashboard system used by race officials at large-scale events such as the Chicago and Houston Marathons; allows for real-time monitoring of medical and runner info
- ▶ Helped transition system to a responsive web app deployed on the LAMP stack during summer 2017
- ▶ Rewrote and redesigned the dynamic course map display using the Mapbox GL JS API
- ▶ Funded by NSF (Award #1640736)

Technical Aide, The Garage at Northwestern

Oct 2015—Present

- ▶ Designed and built the ~2,250 sq. ft. Makerspace and Virtual/Augmented Reality Lab during summer 2016, creating a dedicated space for hardware and VR/AR startups at Northwestern
- ▶ During the school year, maintain the space and online knowledge base, provide demos of cutting-edge tech to students and faculty, and assist with AV and IT

Programming Lead, Radio, TV, and Film Department

Nov 2016—Aug 2017

- ▶ Built an interactive art installation using the Unity Game Engine and C#
- ▶ “You Are the Ocean” uses a neuroheadset to allow participants to modulate a projected ocean simulation with their brain waves
- ▶ Currently in review for national and international art exhibitions
- ▶ Designed in collaboration with Dr. Ozge Samanci

Research Assistant, Computational Photography Lab

Nov 2015—Mar 2016

- ▶ Designed and constructed a calibration rig for a new camera technology being developed in the lab
- ▶ Implemented a CNC machine design and wrote preliminary G-Code to test the rig
- ▶ Under direction of PhD candidate Nathan Matsuda and Dr. Oliver Cossairt

AWARDS

- ▶ Finalist for 2018 INFORMS Innovative Applications in Analytics Award; winner to be determined in April 2018
- ▶ Won awards at HackIllinois 2016 (University of Illinois) and Uncommon Hacks 2016 (University of Chicago)
- ▶ First place at the 2015 Chicago Maker Challenge, sponsored by Motorola Mobility Foundation

PROJECTS

- ▶ Designed Northwestern-tailored time management app “Catnip,” ran user testing, and acted as client for student development team through Segal Design Institute during 2016-2017 school year
- ▶ Researched and devised best practices for virtual reality data visualizations at the Knight Lab, Northwestern’s media innovation lab, during winter 2017
- ▶ Designed and ran a user interface study for a Facebook News Feed fake news deception tool, spring 2017

SKILLS

- ▶ C#, JavaScript, CSS, HTML, Mapbox GL JS API, Unity Game Engine; *Familiar:* Python, Java, C, C++
- ▶ Adobe Photoshop, Adobe Illustrator, Microsoft Office suite, graphic design