Georgina Woo

New York, NY | georginawooxy@gmail.com | gwoo@mit.edu

linkedin.com/in/georginawooxy
github.com/lxwooxy
behance.net/georginawooxy
lxwooxy.github.io

Education

Hunter College, CUNY — *May 2025*
Bachelor of Arts, Computer Science / Theatre, *Phi Beta Kappa, Magna Cum Laude* — New York, NY

Republic Polytechnic — *May 2019*
Diploma (With Merit) - Arts and Theatre Management (Technical Theatre) — Singapore, Singapore

Work Experience

Yang Post-Baccalaureate Research Scholar

Massachusetts Institute of Technology — *May 2025 – Present*

- Conducting research in the Kanwisher Lab at MIT, focusing on computational modeling of physical reasoning and visual perception.

Research Associate

Kanwisher Lab, Brain and Cognitive Sciences, Massachusetts Institute of Technology — *May 2024 – May 2025*

- Developing machine learning models to analyze and extract contact-related features from deep learning models.
- Using Unity, Blender, and C# to generate a large scale dataset to train ML models in physics understanding.
- Using ML model features and f-MRI data to find correlations between neural networks and human brain function.

TIER (Trustworthy, Intelligent, Explainable Robotics) Lab, Hunter College — *Jan 2024 – May 2025*

- Developing vision-based pose estimation and F-formation analysis for social robot navigation on Duckiebots and Misty II.

Computer Vision Lab, Hunter College — *May 2023 – May 2025*

- Developing AR applications for a MagicLeap headset, using Unity3D to implement mesh building and hand tracking for real world reconstruction and interaction.

Programming Instructor

Quantitative Methods Workshop, Massachusetts Institute of Technology — *Jan 2025*

- Designed course material, problem sets, and Kahoot quizzes, and taught 4 interactive labs (2-3 hours each) to a class of 81 students and faculty, covering introductory Python programming, plotting and curve fitting, and machine learning applications to neuroscience.

Software Engineer / Teaching Assistant

Department of Computer Science, Hunter College, New York, NY — *Jan 2022 – May 2025*

- Designed programming projects in the style of classic role-playing games to strengthen students' proficiency in implementing OOP concepts in C++, supplemented by starter code, datasets, guides, and test cases.
- Developing Python autograder scripts to grade and deliver personalized feedback on students' code for 250+ submissions.
- Tutoring students in beginner to advanced Python and C++ programming, computer theory and formal languages, AI, Robotics, and Machine Learning.

Technical Theatre Engineer

Freelance, Singapore / New York, NY — *Mar 2017 – May 2025*

- Fulfilling various roles in the performance industry such as Stage Manager, Lighting Designer, and Production Assistant.

Projects

Mastermind Tournament | *A Mastermind tournament framework in Python to evaluate AI agents* — Fall 2024
MIT Summer Research Program | *10-week research internship in the Kanwisher Lab* — Summer 2024
Monster | *Design and fabrication of a Monster with EVA foam and 3D printing for a theatre production* — Spring 2024
Algorithmic Adventures | *C++ projects that use data structures and algorithms to create a turn-based RPG* — Fall 2023
May's Mandala | *Design and fabrication with of 24 EVA foam puppets for a theatre production* — Spring 2023

Awards, Fellowships & Certifications

AIMM:CS Fellowship | National Science Foundation — March 2025
John P. McNulty Scholarship | Hunter College — Spring 2024
Machine Learning Foundations | Break Through Tech and Cornell Tech — Aug 2023
Certificate of Achievement - Intermediate iOS Development | CodePath — Nov 2022

Skills

Programming Languages and Version Control: Python, C++, Unix, C#, HTML, CSS, Javascript, Swift, SQL, MATLAB, Git
Software: LaTeX, AutoCAD, SketchUp, Vectorworks, Unity3D, Blender, Adobe Photoshop/InDesign, Microsoft Office
Languages: English (Native), Mandarin (Proficient)
Music: ABRSM Grade 8 in Piano Performance (2015), ABRSM Grade 8 in Music Theory (2015), ABRSM Grade 7 in Harp Performance (2014)