

GEORGINA WOO

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EDUCATION

Hunter College, CUNY

Bachelor of Arts, Computer Science / Theatre, *Phi Beta Kappa, Magna Cum Laude*

May 2025
New York, NY

Republic Polytechnic

Diploma (With Merit) - Arts and Theatre Management (Technical Theatre)

May 2019
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 - 2026

- Designed course material, problem sets, and Kahoot quizzes, and taught 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)