



# TYLER ANGERT

## DESIGNER & ENGINEER

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## EDUCATION

### HARVARD UNIVERSITY

Ed.M. Technology, Innovation, Education | May 2019

### EMORY UNIVERSITY

B.S. Computer Science and Mathematics | May 2018

## EXPERIENCE

### Harvard LIT Lab

Graduate Research Assistant / 2018 - Present

Creating new tools for teaching STEAM concepts and analyzing multimodal data.

Designing and conducting user studies through mixed-methods research.

### IBM

Interactive Software Engineering Intern / summer 2017

Designed and developed cyber attack simulator for interactively visualizing social media and financial data. Used to educate security clients about the anxiety of a cyber attack.

Conducted user research on simulations for over 20 companies, including CISOs from UBS, Nestle, and AIG.

### Emory NLP

Research Assistant / 2017 - 2018

Created a visual Natural Language Processing analysis platform with the Amazon MXNet team.

Built web app for sentiment analysis, turning machine learning data into interactive visualizations.

Used platform to catch flaws in models and improved accuracy on nonverbal classification by over 10%.

### Georgia Tech Ubicomp Group

Research Assistant / 2016 - 2018

Lead experimental design and data analysis for Empa, a study that gamified treatment for autism and investigated how social behavior is learned and adapted.

Created iOS app that uses facial expressions to "answer" questions as opposed to traditional surveying.

## PROJECTS

### Spool

Collaborative music discovery / spring 2018

Created collaborative music discovery algorithms by clustering Last.fm users by their top played artists and location.

Designing a platform for "crowd-sourced" radio and shared music interest discovery between people.

### Sounds of Manhattan

Generative art / winter 2018

Generatively created music out of the architecture of Manhattan. Converted ratios of building heights into corresponding MIDI notes.

Working on generative architecture, e.g. creating skyscrapers from different genres of music.

### Project Loca

AR language learning / spring 2017

Led design and development of iOS language learning app that lets users see realtime translations of objects around them.

Gathered 200 user surveys on language learning habits, integrated an on-board neural network, and developed speech-based quizzing features.

### Amplitext

Experimental media / winter 2017

Created iOS app that generates dynamic, volume-sensitive subtitles: louder words are larger, quieter words are smaller.

Developing further into a pronunciation training tool or assistive application for the hard of hearing.

## SKILLS / TOOLS

UI + UX Design / Sketch, Illustrator, Photoshop

Prototyping / Principle, Framer

Experimental Design

User + Scientific Research

Creative Coding / Python, Processing

iOS Development / Swift

Web Development / React, Redux, JavaScript, HTML, CSS

Data Visualization / D3.js, JavaScript