

Tyler Angert

Designer & Engineer

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EDUCATION

Harvard University

Ed.M. Technology, Innovation, Education
Class of 2019

Emory University

B.S. Computer Science and Mathematics
Class of 2018

EXPERIENCE

MIT Media Lab / UX Engineering Intern

Summer 2019 | Cambridge, MA

Working with the Lifelong Kindergarten research group on Scratch, the world's most popular coding platform for kids. Designing and prototyping new machine-learning enabled creative tools.

Matrio / Cofounder

2018-2019 | Cambridge, MA

Matrio is a tool for visually prototyping APIs and cloud services. Incubated at the Harvard Innovation Lab in the Venture Incubation Program, Fall 2018 and Spring 2019 Cohort.

Harvard LIT Lab / Research Assistant

2018-2019 | Cambridge, MA

Developed data visualizations to analyze how well people collaborate while learning new tasks. Analyzed multimodal data from transcripts, audio, motion tracking, electrodermal activity, and eye tracking.

Emory NLP Lab / Research Assistant

2017-2018 | Atlanta, GA

Collaborated with the Amazon MXNet team to create interactive data visualizations for sentiment analysis, showcasing Emory NLP's API. Led design, development, and prototyping.

IBM / Software Engineering Intern

Summer 2017 | Cambridge, MA

Developed cyber attack simulation environment for training and immersing IBM Security's clients. Led design, development, and user research in a mixed marketing and engineering team. In use for eight months post internship.

PROJECTS

Physics Toolbox

Developing AR physics visualization apps with the NSF, Vieyra Software, ASU Embodied Games Lab, and MIT Education Arcade. Current focus on visualizing magnetic fields to support physics education research.

Brigade Designer

(WIP) Brigade is a web-based computational design tool. It is tailored for visualizing data structures, algorithms, and visual content in a WYSIWYG environment, providing one canvas for both coding and direct-manipulation design.

Continuum

AR app for creating stop-motion "videos" you can walk through in 3D space. Won 1st prize for best use of ESRI's AR SDK at the Reality, Virtually Hackathon at the MIT Media Lab.

SKILLS / TOOLS

UI, UX Design

Figma, Principle

Graphic Design

Adobe Illustrator, Photoshop

iOS Development

Swift, Objective-C, Xcode

Web Development

React, HTML, CSS, JavaScript

Creative Coding, Computational Design

Unity/C#, Processing

Data Analysis, Machine Learning

Python, Pandas, Tensorflow

ACHIEVEMENTS

1st Prize, Best use of ESRI

MIT Media Lab / Reality, Virtually Hackathon 2019

Semi Finalist

Univeristy of Pennsylvania, PennApps Fall 2017