

AMELIA MYLVAGANAM

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EDUCATION

Northwestern University, Evanston, IL

Graduation: June 2023

B.A. in **Radio/Television/Film** and **Computer Science**, 3.6 GPA
Media Arts and Game Design Module

SKILLS

Advanced: C, C++, CSS, HTML, Java, JavaScript (D3, p5.js), Adobe Premiere Pro, Python

Proficient: Adobe Photoshop, C#, DrRacket, eMuseum, Sanity, Svelte, TMS Collections, Twine, Unity

Basic: Adobe Audition, Regex, SQL

PROFESSIONAL EXPERIENCE

Curatorial Research Aide, **Block Museum of Art**, Evanston, IL

Oct 2019 - present

- Conduct curatorial research projects and correct metadata using collections management software TMS
- Train Curatorial/Collections staff in HTML for eMuseum/TMS public-facing formatting through workshops
- Lead alt-text project for collections objects, collaborating with the Curatorial Coordinator for Collections Information & Digital Interpretation, resulting in alt texts for over 35% of the collection in a year and a half

Equipment Technician, **NU School of Communication**, Evanston, IL

Aug 2021 - present

- Conduct maintenance and distribution of millions in film equipment, including cameras, lighting, and sound
- Counsel patrons with equipment rentals; advise technically and creatively for student and faculty projects

Technical Intern, **Eyebeam**, New York, NY (virtual)

June 2022 - Aug 2022

- Programmed features for the development and launch of Eyebeam.org and Open Eyebeam websites, for artists using technology to work towards and promote social justice
- Executed steps towards the integration of Undersco.re (a community-owned, data-respecting suite of applications) within the organization
- Ideated and developed a text-based interactive fiction game to exhibit community features of Open Eyebeam website

Logic Tutor, **NU Philosophy Department**, Evanston, IL (virtual)

Sept 2020 - Dec 2021

- Held a weekly drop-in hour for 75 students in introductory philosophical logic course covering PL and FOL frameworks
- Guided students through challenging logic proofs and concepts in one-on-one and small group settings

TunePad Coach Intern, **NU TIDAL Lab**, Chicago, IL (virtual)

Dec 2020 - June 2021

- Taught 10 middle school students Python and music concepts with TunePad, a platform for creating music with code
- Culminated teachings in a student project showcase at the end of the program
- Informed design choices and implementation of the TunePad software

CONFERENCE PRESENTATION

“Terms of Art” Virtual Symposium, **Hood Museum of Art**, Hanover, NH (virtual)

February 2023

- Will facilitate hour-long “Alt Text Power Hour” session in collaboration with Block Museum supervisor
- Will present findings and methods from alt-text-writing project at the Block Museum of Art

COMMUNITY INVOLVEMENT

Education Committee, **Responsible AI Student Organization (RAISO)**

Oct 2021 - present

- Research and plan weekly discussions on socially and culturally relevant topics in AI and ethics

Student Volunteer, **SIGGRAPH**, Vancouver, BC

August 2022

- Represented Association for Computing Machinery SIGGRAPH with professionalism, excitement, passion, and punctuality at week-long computer graphics and interactive technology conference
- Ran demos for emerging technologies and technologically-forward artworks
- Engaged with conference attendees and answered questions about contributor’s work

HONORS

NU School of Communication Media Arts Grant Recipient - Large Production Grant, 2022

NU Summer Undergraduate Research Grant Recipient - Documentary, 2021

Alice Kaplan Humanities Scholar, 2020

Michigan Seal of Biliteracy - Spanish, 2019

National Merit Scholarship Finalist, 2019

National Center for Women & Information Technology - Aspirations in Computing Award, 2017