

Aditi Gupta

aditigupta.io

New York, NY
(703) 776-0748
ag7143@nyu.edu

EDUCATION

New York University, Tandon School of Engineering

New York, NY

M.S. Integrated Design & Media (IDM)

Aug 2023 - May 2025

Selected Coursework: *Crafting the Web, Virtual Production, Sound Studio, Subverting Digital Media, Interaction Design*

Obtained merit-based scholarships from both Tandon School of Engineering and IDM

Overall GPA: 3.87

University of Virginia, School of Engineering

Charlottesville, VA

B.S. Computer Science, Minor in Studio Art

Aug 2019 - May 2023

Overall GPA: 3.85

WORK EXPERIENCE

Web Development Graduate Assistant

New York, NY

Tandon School of Engineering @ NYU

Jan 2024 - May 2025

- Worked under the Academic Director of IDM to hand-make the thesis showcase website each semester using vanilla HTML/CSS/JavaScript
- Coordinated with IDM staff to compile a list of student projects with accompanying information/exhibits
- Created the 20th anniversary IDM logo which was used as branding for the 2025 showcases and yearly department events

Software Engineer Intern

Seattle, WA

Tableau

May 2022 - Aug 2022

- Created a full-stack asset recommendation tool within Tableau Catalog, a data management feature within Tableau
- Used GraphQL to collect metadata information and feed it to an AWS Lambda with different recommendation algorithms
- Integrated front-end tool into existing codebase using React and TypeScript

Research Assistant

Charlottesville, VA

Computer Science Department @ UVA

Sep 2021 - May 2023

- Worked with Prof. Yuan Tian to create a series of horror VR mini-games in Unity (C#)
- Conducted research study where participants played the VR games while being monitored for motion and heart rate data to assess the psychological effects of VR on the body

SELECTED PROJECTS

Blobby

Jan 2025 - May 2025

Web Work & Installation

- Designed and developed interactive web work that projects blob-like versions of user's bodies using a dynamic tile arrangement
- Coupled MediaPipe's BlazePose machine learning model with OpenCV to process a user's body silhouette into an amorphous shape
- Created custom networking scheme using WebSocket to connect Python back-end with HTML/CSS/JavaScript front-end
- Showcased Blobby to NYU faculty and students using five webcam feeds to fill a large overhead projection with the audience's blobs in real time

Dance 4 Me

May 2024

Website

- Designed and built a website where music dynamically responds to user movement, creating a "song that reacts to you as you react to it"
- Applied MediaPipe's PoseNet to process user webcam input and extract real-time movement data
- Created interactive audio effects with Tone.js, where movement metrics control the intensity of sound filters like pitch shift and feedback delay
- Created a UI using HTML/CSS/JavaScript which allows users to upload music and see their live pose data as the music responds to their movements

Park Pulse

Oct 2023 - Dec 2023

UI & UX Case Study

- Conducted a case study on NYC parks by analyzing urban displacement patterns and gathering user insights via interviews about potential park improvements
- Translated findings into product requirements for Park Pulse, an app to educate locals on park history and encourage community involvement in policy making
- Designed high-fidelity wireframes on Figma and created a sophisticated prototype to mimic realistic usage of the app

SKILLS

Coding: Python, Javascript, React, p5.js/Processing, Max MSP, HTML, CSS, Java, SQL

Design: Adobe Suite, Unreal Engine, Figma, Autodesk Inventor, Blender