

MANDI L. CAI

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I am a cognitive neuroscientist and designer specializing in perception and action. I enjoy merging my knowledge of human behavior with design to solve issues in user experience, and in the future, I'd like to work in human-computer interaction.

EDUCATION	Brown University (Class of 2017) Providence, RI <ul style="list-style-type: none">Concentration: Cognitive Neuroscience, Sc.B. HonorsGPA: 3.91/4.00Coursework done in user interfaces, industrial design, design + health, statistical inference, spatial cognition, humanity-centered robotics, neuroengineering, genetics, organic chemistry, and biological design	
AWARDS	AT&T National oxyGEN Scholarship (2016) AT&T Foundation Scholarship (2013)	
DESIGN EXPERIENCE	Motel, Researcher & Designer Providence, RI <ul style="list-style-type: none">Collaborated with a team of developers, designers, and engineers to develop concepts for two new projects on virtual reality environments and chatbot interactionsBuilt a 12-room "virtual workspace" in VR using Unity3D and VRTK C# scriptsResearched user interactions in augmented reality, VR and with automated chatbots through user surveys, cognitive walkthroughs, and 1:1 interviews	2016-present
	StartGait LLC, UX/UI Designer Cambridge, MA <ul style="list-style-type: none">Finalist at the 2016 MIT Hacking Medicine Grand Hack, Healthcare at Home trackConducted interviews and surveys on patients, physicians, and gait rehabilitation expertsDesigned wireframes and specs for a mobile application that pairs with StartGait's wearable device created to help Parkinson's patients overcome freezing of gait	2016-present
LAB EXPERIENCE	Brown University Virtual Environment Navigation Lab, Research Assistant Providence, RI <ul style="list-style-type: none">Granted an Undergraduate Teaching and Research Award (\$3500 stipend) for summer researchProgrammed a VR testing environment using Unity3D and the HTC Vive, working with C# scripts, textures, and 3-D models to simulate various optic flowsAnalyzed over 100,000 motion capture frames with MATLAB and Qualisys Motion Capture	2015-present
PROGRAMMING EXPERIENCE	AT&T Technology Development Program-Emerging Technologies, Intern Holmdel, NJ <ul style="list-style-type: none">Developed a mobile application for displaying metro-cell alarms via the AT&T RUBY-Mobility System using Javascript and jQuery, allowing employees to respond to alarms at a faster paceExecuted front-end development for a drop-in reservation mobile application that won 2nd in the 2014 AT&T Coding Challenge	Summer 2014
	Alcatel-Lucent, Intern Holmdel, NJ <ul style="list-style-type: none">Collected and analyzed data supporting small-cell prototypes to improve cell phone signals	Summer 2013
COMMUNICATIONS EXPERIENCE	Better World by Design, Public Relations Providence, RI <ul style="list-style-type: none">Promoted BWxD, a yearly conference organized by Brown/RISD focusing on accessible and sustainable design that draws over 800 student and professional attendeesIncreased Facebook following by 300 followers and generated over 75,000 impressionsCollaborated with publications like Core77, Ashoka U, GOOD, and Fastco Design	2015-present
LEADERSHIP EXPERIENCE	Design Studio (ENGN0930C), Associate Instructor <ul style="list-style-type: none">Developed curriculum material around introductory design-thinking principles and facilitated class critiques	2017-present
	Artbeat, Co-Founder & President <ul style="list-style-type: none">Fostered an artist community of over 400 students through workshops, projects, and eventsCurated a 2-month pop-up exhibit on Thayer Street about the evolution of street art in RI	2014-present
	Cognitive Neuroscience Departmental Undergraduate Group, Co-Founder & Leader <ul style="list-style-type: none">Planned events for over 75 cognitive neuroscience and cognitive science concentratorsWorked with other DUG leaders and the Dean of the College to restructure the DUG	2015-present
SKILLS	Prototyping & Data Analysis: Unity3D, C#, Java, Sketch, Adobe Illustrator/Photoshop, Arduino, JavaScript, HTML5/CSS, MATLAB, 3-D printing, lasercutting	