

CLAIRE GORMAN

MIT Senseable City Lab
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EDUCATION

Yale College 2020

Computing and the Arts
Cumulative GPA 3.9

Computer Science

core CS classes as well as high-level electives in Computational Vision, Graphics, and Artificial Intelligence

Architecture

architecture core curriculum, intermediate design studio, three semesters urban studies studios, independent and collaborative research

Harvey Geiger Award

(2019)

First ever Computing and the Arts student awarded funding through the only Yale undergraduate fellowship for architecture. Solo field work in Hiroshima, Japan and Valdivia, Chile.

EXTRACURRICULAR

FOOT

First-Year Outdoor Orientation (backpacking) Trips leader. 2017-2019.

Blended Reality: Earth and Energy Intensive

AR/VR project for climate education. Fall 2018.

Code Haven

Developed and taught basic CS curriculum for middle schools.

Theatrical Design

Various projects in set and props design. 2018; 2020.

PROFESSIONAL EXPERIENCE

MIT Senseable City Lab

(ongoing)

Research Specialist contributing to project development, data analysis, and visualization for projects including LiDAR-based morphometric analysis of a Brazilian favela and mobile sensing of air quality in the Bronx.

Venice Architecture Biennale: Plan B Architecture & Urbanism

(2019-2020)

Interdisciplinary research, concept development, and exhibition text for project concerned with global systems of land, water, and information management.

National Council for Preservation Education

(summer 2019)

Creative field work to develop a new method for viewshed analysis within Carlsbad Caverns; application of world's largest point cloud data set for cultural landscape analysis. Invited to speak on this project at Texas Cultural Landscapes Symposium 2020.

Virgin Pulse Software Development

(summer 2018)

Collaboratively built internal data pipelines using Docker and StreamSets. Independently created a graphical web interface for displaying and navigating internal calendar data.

Yale Urban Ecology and Design Lab

(2018)

Contributor of text and 3D diagrams to academic paper on the thermoGreenWall, an experimental technology using the vegetation of a vertical constructed wetland to cool water for building HVAC purposes.

Yale Undergraduate Teaching Staff: Introduction to Human-Computer Interaction

(spring 2019)

Undergraduate Learning Assistant (ULA) to professor in course concerning development and evaluation of interactive systems in the context of human-centered design.

SKILLS

Computing

Tensorflow and Keras (machine learning), R, Python, C, Java, JavaScript, HTML/CSS, React Framework, Apple ARKit, MATLAB, Docker, StreamSets with MongoDB, Tableau

Design

Adobe Illustrator Photoshop InDesign Premeire Figma Web Design Rhino SketchUp Hand-drawing

Research

LiDAR point cloud analysis, urban field work, archival research, academic, scientific, and exhibition-oriented writing, multimedia and multidisciplinary projects, collaboration