

Katie Gonsoulin

Computer Engineer Specializing in Augmented Reality (AR) and User Experience (UX)

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EDUCATION

Louisiana State University 2022

Bachelor of Science in Computer Engineering

Minor in Computer Science

RELATED EXPERIENCE

Capstone Design Team Leader 2021 - 2022

Augmented Reality for Composite Materials Manufacturing: LSU, Baton Rouge, LA

- Spearheaded a team of 3 for 39 weeks through design and execution
- Engineered complex and technically accurate holograms of 12 materials and 2 components
- Arbitrated positive UX through agile development
- Accelerated efficiency in learning how to manufacture composite materials
- Exceeded sponsor's expectations while remaining 10% under budget

Custom Model Tracking Software Developer 2021

Computer Vision: LSU, Baton Rouge, LA

- Programmed script for real-time tracking of various objects
- Launched on iOS, Android, Windows, and HoloLens

SKILLS

- | | | |
|---------------------------------------|---------------------|--------------------------|
| • C++ | • Augmented reality | • User experience |
| • C# | • Unity | • Agile methodologies |
| • Python | • VisionLib | • Interpersonal skills |
| • Microsoft HoloLens 2 | • OpenCV | • Problem-solving |
| • Microsoft Mixed Reality
Tool Kit | • Figma | • Microsoft Office Suite |
| | • Git | • Google Workspace |

OTHER EXPERIENCE

Barista 2022

Hub Coffee: Ottumwa, IA

- Formulated specialty drinks based on customer cues and preferences

Engagement Ambassador 2020 - 2021

Foundation: LSU, Baton Rouge, LA

- Outpaced other callers, remaining in the top 3 on the leaderboard for pledge count, participation percentage, and money secured for the duration of employment
- Streamlined and reimaged the standard call script for all callers at LSU
- Generated \$15,800 in 131 hours of calling