

# Sonia Lin

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## EXPERIENCE

### **NASA**, Greenbelt, MD — *Software Engineer Intern*

June 2024 - December 2024

Refactored and modernized an Earth Science VR visualization tool in C#, streamlining layer management and implementing modular design patterns to enhance user experience, scalability, and maintainability

Designed a scalable pipeline in Python with Dask to process 10GB+ NetCDF datasets into 3D tiles with optimized chunk-wise processing and memory management; hosted on local server and rendered with Unity shaders

### **NASA**, Edwards, CA — *Software Engineer Intern*

January 2024 - May 2024

Developed an interactive educational VR experience for users to pilot the X-15 plane using Godot/GDScript

Integrated VR and joystick controller input, and motion chair movement via UDP connection

Operated and demoed project at a NASA booth at IMS Eclipse 2024 to 50+ participants of different ages

### **Urban Electronics, Inc.**, Remote — *UX Engineer Intern*

February 2024 - August 2024

Designed and implemented FTUE UI/UX for an AR-Blockchain mobile app to improve retention

Conceptualized and launched new gamified e-commerce feature for mobile AR tourism app

Revised features based on client feedback including programming consolidated POI's and categorical listing

### **University of Michigan**, Ann Arbor, MI — *Research Assistant*

December 2022 - December 2023

Collaborated with a multidisciplinary research team led by three professors to improve an inclusive augmented reality projection-based game system for players with different mobilities

Optimized player detection algorithm with OpenCV/C++, implemented new games through a Unity-ROS2 bridge, and connected system to a React web app controller, resulting in a fully interactive gaming experience

Achieved a 10% reduction in latency, streamlining system performance and enhancing user experience

Conducted playtesting sessions involving more than 20 participants to collect valuable feedback

## EDUCATION

Georgia Institute of Technology, Atlanta — *M.S. in Human-Computer Interaction*

August 2025 - May 2027

University of Michigan, Ann Arbor, MI — *B.S. in Computer Science*

August 2021 - Dec 2024

## SKILLS

User Research

Prototyping

Usability Testing

Interaction Design

Design Systems

Wireframing

## TECHNICAL

Figma

Microsoft Suite

Adobe AfterEffects

Adobe Photoshop

Framer

## PROGRAMMING

HTML/CSS/Javascript

Unity/C#

Python

C++

React

Github