

Kari Naga

1760 Broadway Street #200-D | Ann Arbor, MI 48105

knga@umich.edu | (571) 488-4086

kari-naga.github.io | linkedin.com/in/kari-naga

Education

University of Michigan

Bachelor of Science in Engineering in Computer Engineering

GPA: 4.0/4.0

Course Highlights: Data Structures and Algorithms, Intro to Electronics Circuits, Intro to Signals and Systems, Intro to Computer Organization

Awards/Honors: Voy and Joan Bradetich Endowed Scholarship, William J. Branstrom Freshman Prize, Dean's List, University Honors

Ann Arbor, MI

April 2024

Thomas Jefferson High School for Science and Technology

GPA: 4.5/4.0

Course Highlights: Artificial Intelligence, Machine Learning

Alexandria, VA

June 2021

Work Experience

iGloo Digital Marketing

Software Engineer

McLean, VA

May 2022 - August 2022

- Designed and developed tools and web applications to help marketers analyze and report on their business and lead data in a meaningful and actionable way
- Worked directly with clients to understand their needs and implement new features based on their feedback and specific use cases (e.g. documentation, UI layout, general UX, etc.)

Leadership Experience

Origami Club at the University of Michigan

Co-President

Ann Arbor, MI

July 2022 - Present

- Aided in forming the new organization, developing the leadership structure, writing the constitution and club rules, managing funding, planning events, and attracting new members through outreach and social media
- Helped lead club meetings, presenting on projects and lending aid to inexperienced members

Michigan Autonomous Aerial Vehicles

Webmaster

Ann Arbor, MI

April 2022 - Present

- Rebuilt the organization's website and onboarding infrastructure from the ground up in collaboration with other team leaders in order to attract new members and sponsors and document our progress on the project
- Revamped the internal wiki detailing the team's functioning, hierarchy, and software infrastructure

Project Experience

Snthszr

April 2022

- Worked with a team to build a digital synthesizer with a web-based frontend built in Svelte which communicates using WebSockets with a Julia backend for audio processing and output and accepts input from a MIDI keyboard

OpenSpace

May 2021

- Conducted research on audio spatialization for music through headphones by splitting audio into separate instrument tracks, localizing each track in virtual 3D space, and playing back the result using a head-related transfer function

Skills

Python, C++, HTML, CSS, Javascript, React, Vue, Svelte, Rust, Julia, Java, Git, Unix Tooling, Docker, Google Cloud

Activities

Michigan Autonomous Aerial Vehicles, *Member of Software Team*

January 2022 - Present