

CLAIRE MIKALOUSKAS

designer & computer scientist

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EDUCATION

2017-2019
University of Calgary
[Masters of Science in Computational Media Design](#)
Focus on UX design, design thinking, and theatre design under the supervision of Lora Oehlberg (CPSC) and April Viczko (Drama)
Technology Augmented Props: Tangible User Interfaces for Performer-Controlled Technical Elements in Improvised Theatre

2012-2017
University of Calgary
[Bachelor of Science in Computer Science](#)
Minor in Visual Studies and Art History
Concentration in Computer Graphics
Completed a year long human-computer interaction research project with supervisor Lora Oehlberg (CPSC)

PUBLICATIONS

Mikalauskas, Claire, April Viczko, and Lora Oehlberg. "[Beyond the Bare Stage: Exploring Props as Potential Improviser-Controlled Technology.](#)" Proceedings of the Thirteenth International Conference on Tangible, Embedded, and Embodied Interaction. ACM, 2019.

Mikalauskas, Claire, et al. "[Improvising with an Audience-Controlled Robot Performer.](#)" Proceedings of the 2018 on Designing Interactive Systems Conference 2018. ACM, 2018.

THEATRE DESIGN

Winter 2019
Mainstage, University of Calgary
[Projection Designer for *The Key of T*](#)
Dir: Bruce Barton

Fall 2018
Mainstage, University of Calgary
[Projection Designer for *antigone lives**](#)
Dir: Christine Brubaker

VOLUNTEERING

2019-Present
Central Library
[Calgary Public Library Foundation Volunteer](#)
Working in the Calgary Public Library Foundation office to organize, fill, and send orders from the online store

2017-2018
Fish Creek Library
[Calgary Public Library codeTEEN Volunteer](#)
Supported teens (age 13-17) as they learned coding skills and worked through tutorials or their own projects for game design and web design

design

Photoshop
Illustrator
Premiere Pro

InDesign
After Effects

programming

HTML
CSS
Javascript

QLab
C/C++
OpenGL

interests

UX Design
Theatre
Reading

Photography
Travel
Writing

SCHOLARSHIPS

2017	Queen Elizabeth II Entrance scholarship for masters students with GPA greater than 3.5 in last fifteen course credits	\$7200
2016	Jason Lang University GPA greater than 3.2	\$1000
2012	Alexander Rutherford High school average greater than 80% in five subjects each academic year	\$2500

TEACHING

Winter 2019 University of Calgary	Project Advisor Working with supervisor Lora Oehlberg to oversee three separate undergrad research projects in computer science
Fall 2018 University of Calgary	Intro to Human-Computer Interaction Teaching Assistant Supported students as a project mentor as they worked on semester long design projects in groups Responsible for teaching two weekly tutorial sessions, creating design exercises, and grading assignments and presentations
May 2018 University of Calgary	ExploreSTEM Session Instructor Taught two sessions about the basics of paper prototyping to groups of grade nine girls Organized hands-on group activities to be completed by the participants throughout the sessions

EMPLOYMENT

Spring/Summer 2017 Interactions Lab, University of Calgary	Research Assistant Prototyping interactive video with supervisors Lora Oehlberg (CPSC) and Wesley Willett (CPSC), in collaboration with Anand Varma (National Geographic photographer) Integrated slow-motion hummingbird footage into interactive, non-linear video explorer programmed using HTML, CSS, and Javascript
2013 - 2017 Calgary, Alberta	Starbucks Barista Developed strong interpersonal skills working with a team and engaging with new and regular customers of all ages Excellent multitasking skills when handling money, making and serving drinks, serving food, handling customer requests, and cleaning the store

CLUBS & WORKSHOPS

2017-2019 University of Calgary	UofC Improv Club Participated in workshops twice a week, taught by fellow students who worked as professional improvisers around Calgary Focus on both short form and long form improv techniques
December 2016 Ghost River Theatre	Advanced Multimedia Design Intensive In-depth work with technical theatre software, taught by Matthew Waddell Learned fundamentals of software used for projection mapping and live video editing