Gabriel Fields

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EDUCATION

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

Expected Bachelor of Science
in Computer Science
(Minor in Design)
Class of 2019

SKILLS

SOFTWARE

Java • C# • C++ • Python • git • Unity •
Arduino • GNU/Linux

ART/DESIGN

Storyboarding • Wireframes • Sketch •
Adobe Suite • Rhino (basic)

Glass Blowing • Lost Wax Sculpture •
Metal Fabrication • CNC Routing (basic)

COURSES

Software Construction (6.031)
Design Studio (4.031)
Algorithms (6.006)
Differential Equations (18.03)
Computer Graphics (Fall '17) (6.837)
Artistic Experimentation (Fall '17) (4.301)
Toy Product Design (2.00b)
Game Design (CMS.608)

ACTIVITIES

MIT TAU EPSILON PHI

President, Oracle

- Head representative of a coed fraternity in Boston.
- Managing interpersonal issues, running meetings, and facilitating communication with the MIT administration and our national organization.

MIT GLASS LAB

Student, Instructor

- Teacher for a beginner glass blowing class open to the MIT community.
- Student in an intermediate level class and blowing glass independently 8 hours/week.

EXPERIENCE

MAGIC LEAP January & Summer 2017

Interaction Design/Prototyping Intern

- Designed and prototyped new ideas and interactions for Mixed Reality.
- Developed storyboards, algorithms, and prototypes to communicate ideas.
- Worked in an interdisciplinary group of hybrid computer scientists, designers, and artists.

MIT MEDIA LAB Spring & Summer 2016

Research Assistant

- Worked to create virtual reality tools for learning electromagnetics in collaboration with an MIT physics professor.
- Prototyped and developed an interactive system in Unity for HTC Vive.
- Designed experiences and interactions, using real-time physics and networking.
- Now being experimented on for use in MIT physics classes.

PROJECTS

EAT. November 2017

Top 10 Finalist, Hacker's Choice Award
MIT Hacking Arts
A grape-eating experience that exists between virtual reality and the real world. Takes advantage of the nuances of human perception to induce unique and surprising sensory phenomena.

REVOLVR October 2016

Top 15 Finalist, Winner of Entertainment Category
Reality, Virtually Hackathon
Virtual reality game that uses running in place as a locomotion mechanic. RevolVR promotes exercise and provides a novel solution to the problem of motion in VR.

SPHYRIA August 2016

MIT Media Lab Dubai Workshop
Facilitated a team of students from the Middle East designing a project to enhance refugee learning. Helped ideate and prototype a Google Cardboard app that would allow displaced Syrians to virtually revisit home.

MOTI Spring 2016

Toy Product Design Course
Toy ball with a personality that reacts with sound when bounced, thrown, and caught. Contributed to design and prototyping of electronics, programming, concept and sound design.

Check out images, videos and more projects at https://gabefields.me