Ellen Fritz

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EDUCATION

Rhode Island School of Design, Providence, RI   September 2021- May 2025
BFA in Painting and Computational Technology | **GPA: 3.9**
Relevant Coursework
Computer-Generated Imagery, Digital Tools for Artists, Stop-motion Animation, Virtual Worldbuilding for XR, Intro to Computer Science, Screen-based Imagery, Computation Thesis focused on Game Development
School for Poetic Computation, New York City, NY   June-August 2024
Summer Class - 'Human-Scale Natural Language Processing'
Developed custom Natural Language Processing algorithms in Python, explored poetic applications of LLMs

WORK EXPERIENCE

BEAM Ecological Laboratory, Providence, RI   May 2025-Current
VR Environment Developer
- Developed an XR experience in Unity modeling coastal ecology in the year 2100, integrating climate data projections
- Synthesized scientific research from international laboratories through 3D data visualization and world building
- Built interactive VR methodology, enabling scientists to visualize future environmental scenarios in their research

National Aeronautics and Space Administration (NASA), Remote/ Huntsville, AL   December 2024-May 2025
Game Development Intern
- Developed web-based interactive games for K-12 students, making NASA research publicly accessible
- Debugged and optimized Python scripts, improving organizational efficiency of databases
- Maintained and updated HTML/CSS infrastructure across multiple NASA websites

Digital Writing, Environments, Location, and Localization Lab, North Kingston, RI   September 2024-Current
3D Environment Designer, Research Assistant
- Advanced NSF-Funded scientific visualization research through VR/AR environment development
- Created ecological simulations that informed green space and infrastructure redesign across Rhode Island
- Contributor to OpenAR, an open-source code library for web-based Augmented Reality

RISD Nature Laboratory, Providence, RI   September 2022-January 2025
Microscopy Lab Assistant
- Trained students on lab imaging equipment including electron microscope, 3D scanners, 3D printers
- Cared for aquatic and terrestrial live animals

Environmental Journalism SURF, North Kingstown, RI   May 2024-September 2024
NSF-funded Research Fellow
- Authored and published five journalistic articles in URI's *The Current* covering local marine biology research
- Explained complicated scientific concepts through illustration, photography, and 3D rendering
- Presented research poster at annual SURF Conference, demonstrating scientific journalism impact

Sevilleta National Wildlife Refuge REU, La Joya, New Mexico   May 2023-August 2023
Arts and Ecology Research Fellow
- Conducted independent artistic research project combining biomaterial creation and data visualization techniques
- Collected field data and monitored endangered species habitats for conservation
- Presented findings at annual UNM Research Symposium

CLUB INVOLVEMENT

Brown-RISD Game Developers, *Member*   January 2023-May 2025
- Developed immersive virtual environments and user-driven gameplay on a team of >15 developers
Film Club, *President*   April 2023-May 2025
- Led workshops on film restoration techniques and projection equipment for 30+ members
- Organized weekly film screenings of Brown University film archives

SKILLS

- **Software/Code**: Unity, Blender, Zbrush, Maya, Unreal Engine, Godot, Adobe CC, Figma, ArcGIS, HTML/CSS, Python, C/C#/C++, JavaScript, WebGL, OpenGL, three.js
- **Design**: VR/AR, 3D modeling and animation, game development, UI/UX design, data visualization, graphic design
- **Art**: Anatomical illustration, painting, printmaking (screen, litho, lino), environment building, film restoration
- **Interests**: Hiking & kayaking, speculative evolution, poetic computation, fantasy games, mushroom foraging