Alyssa Lo

EXPERIENCE

Software Engineer Intern — *VeriSilicon Inc.*, San Jose, CA

May 2020 - August 2020

- Created a software module used to simulate and test the allocation of buffers from the execution of neural networks' layers
- Built a backtracking program to find the ideal order of layer executions such that a buffering technique can be used
- Worked with engineers in a continuous development cycle to fit the program to their needs
- Technologies Used: **C++, Git**

Software Engineer Intern — *VeriSilicon Inc.*, San Jose, CA

May 2018 - August 2018

- Improved the performance of a tiling algorithm used to drive an AI Processor and decreased runtime by 10%
- Technologies Used: **Python, Visual Basic, Perforce**

EDUCATION

AnimSchool — *3D Character Track*

July 2021 - CURRENT

University of California, Berkeley — *B.A. Computer Science*

AUGUST 2017 - May 2021

PROJECTS

The Bill — *3D Animation*
- Link: https://www.youtube.com/watch?v=JkZ1Z8XEwHc
- Technologies Used: **Autodesk Maya, Adobe After Effects**
- Directed a group and co-animated a 1 minute short
- Created the storyboard
- Modeled, rigged, and shaded a key character (Tiger)
- Lit all shots (including a lighting shift) and positioned all cameras

Palette Town — *2D Platformer Puzzle Game*
- Link: tinyurl.com/palettetown
- Technologies Used: **C#, Unity**
- Led a group to build and publish a game that utilizes colors as environmental and player affecting powers
- Using agile software development techniques

RayTracer
- Technologies Used: **C**
- Created a Ray Tracer using Ray-Object intersections and bounding volume hierarchy to find objects
- Also implemented Direct and Global Illumination.
- implemented direct illumination in 2 ways: by sampling lights and by sampling the hemisphere uniformly.
- includes Adaptive sampling to speed up rendering time

Real-Time 2D Fluid Simulation — *WebGL*
- Link: https://opyrinis.github.io/final.html
- Technologies Used: **WebGL, JavaScript**
- Used only WebGL to create a real-time 2D fluid simulation

CONTACT

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SKILLS

Coding Languages:
Java, Python, C, SQL, C#, C++, Visual Basic

Technologies:
Git, Maya, Photoshop, Illustrator, Windows, Unity, Linux, Perforce, GDB

RELEVANT COURSES

Computer Graphics and Imaging

3D Modeling and Animation

Data Structures

Efficient Algorithms and Intractable Problems

Operating Systems and System Programming

Machine Structures

Introduction to Database Systems

Computer Security

Introduction to Artificial Intelligence

Probability for Data Science

Principles & Techniques of Data Science

SCHOOL ACTIVITIES

Product Development at Berkeley

Robotics at Berkeley