Cheryl Lao

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EXPERIENCE

AUTODESK INC
SOFTWARE DEVELOPER INTERN (MAY 2019 – AUGUST 2019)
- Developed features for Autodesk Maya's Render Setup using **Python** and **Qt**
- Collaborated with designers to design and implement a grouping feature that allows users to organize and manipulate object overrides simultaneously
- Created a feature that summarizes information from the Maya node dependency graph

INTEL CORPORATION
SOFTWARE DEVELOPER PEY INTERN (MAY 2018 - MAY 2019)
- Architected and implemented an infrastructure in **Python** and **PostgreSQL** for organizing product attributes
- Maintained and extended a set of automated dashboards that displayed completion statistics for project management
- Coordinated project development with international teams
- Used mathematical models to predict FPGA static power consumption and wrote supporting software in **C++** and **Python**

NOKIA CORPORATION
SOFTWARE DESIGNER INTERN (MAY 2017 - AUGUST 2017)
- Wrote various **python** and **bash** scripts used in automation of build testing
- Mentored high school interns and taught them about the **Robot framework** as well as **bash scripting**

UNIVERSITY OF TORONTO COMPUTER GRAPHICS CLUB
PRESIDENT AND FOUNDER (SEPTEMBER 2016 - PRESENT)
- Taught workshops, coordinated research talks, and organized events on a wide range of topics in computer graphics and interactive techniques
- Started the club and grew membership to over 350 members

RESEARCH

VIRTUAL REALITY INTERFACES RESEARCH (ONGOING)
DESIGN SPACE PARAMETERIZATION
- Supervisors: *Prof. Daniel Wigdor* and *Prof. Haijun Xia*
- Reviewing existing research on virtual reality (VR) authoring tools
- Designing a system for visualizing and exploring object variations in VR
- Developing the prototype in **Unity (C#)** for **Oculus Rift**

EDUCATIONAL GAME DESIGN RESEARCH
IDYLLIC ISLAND
- Supervisors: *Prof. Steve Engels* and *Prof. Daniel Zingaro*
- Designed and implemented an animal population balancing game in **Unity** to study the effectiveness of certain game features on learning

EDUCATION

UNIVERSITY OF TORONTO, VICTORIA COLLEGE
H.B.Sc. Computer Science (2015-2020)
- Focus in Computer Vision
- CGPA: 3.5/4.0

TECHNICAL SKILLS
- Python
- Git & Perforce
- Qt
- Autodesk Maya
- Java
- C#, C++, C
- Unity 3D
- Linux
- SQL
- Photoshop

EXTRACURRICULARS
- **President** and **Founder** of Computer Graphics Club (2016-present)
- **Microsoft Student Partner** (2017-present)
- **Team Leader** at SIGGRAPH 2019
- **Treasurer**, Toronto ACM SIGGRAPH Chapter (2018-present)
- **Vice President** of Computer Science Student Union (2017-2018)

COURSES
- Computer Vision
- Computer Graphics
- Machine Learning
- Numerical Methods
- Algorithm Design, Analysis and Complexity
- Operating Systems
- Introduction to Databases
- Interaction Design