Cheryl Lao

cheryl.lao@outlook.com

Website: cheryllao.me | LinkedIn: linkedin.com/in/cheryllao | GitHub: github.com/Cheryl-Lao

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 – MAY 2020)
· 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 INTERFACE RESEARCH
ATTRIBUTE SPACES
· Supervisors: *Prof. Daniel Wigdor* and *Prof. Haijun Xia*
· Reviewed existing research on virtual reality (VR) authoring tools
· Designed a system for visualizing and exploring parameter variations in VR
· Developed the prototype in **Unity (C#)** for **Oculus Rift**
· Conducted user studies and

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 game features on learning

EDUCATION

UNIVERSITY OF WATERLOO
MMath Computer Science (2020-Present)
· Human-Computer Interaction and Computer Graphics
· Supervisors: *Prof. Daniel Vogel & Prof. Craig Kaplan*

UNIVERSITY OF TORONTO, VICTORIA COLLEGE
H.B.Sc. Computer Science (2015-2020)
· Focus in Computer Vision
· Graduated with High Distinction

TECHNICAL SKILLS

· Python
· Git & Perforce
· Qt
· Machine Learning with PyTorch
· Autodesk Maya
· Java
· C#, C++, C
· Unity 3D
· Linux
· SQL
· OpenCV & NumPy
· HTML
· CSS
· JavaScript
· Photoshop

EXTRACURRICULARS

· **Treasurer**, Toronto ACM SIGGRAPH Chapter (2018-present)
· **Microsoft Student Partner** (2017-2020)
· **Team Leader** at SIGGRAPH 2019 & 2020
· **Vice President** of Computer Science Student Union (2017-2018)