Cheryl Lao

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Education

H.B.Sc. Computer Science | 2015-2020 | University of Toronto, Victoria College

- **President** and **Co-Founder** of Computer Graphics Club (2016-present)
- **Vice President** of Computer Science Student Union (2017-2018)
- **Microsoft Student Partner** (2017-present)
- **Member-at-large**, Toronto ACM SIGGRAPH Chapter (2018-present) and **Student Volunteer** at SIGGRAPH 2018
- Relevant Courses:
  - Software Design (**Java** and **Git**)
  - Operating Systems (**C** and **Unix**)
  - Introduction to Visual Computing (**Python** – **OpenCV** and **NumPy**)
  - Algorithm Design, Analysis and Complexity
  - The Design of Interactive Computational Media

Experience

Software Developer Intern | Autodesk | May 2019-August 2019 | Toronto ON, Canada

- Currently developing features for Render Set-up in Maya

Software Developer Intern | Intel | May 2018-May 2019 | Toronto ON, Canada

- Architected and implemented an infrastructure in **python** and **PostgreSQL** for keeping track of internal device data
- Maintained a set of dashboards that display test completion statistics for various projects under development
- Modelled FPGA static power consumption by coordinating results with international teams

Software Developer Intern | Nokia | May 2017-August 2017 | Ottawa ON, Canada

- Wrote various **python** and **bash** scripts used in daily build testing of Robot framework tests
- Improved work efficiency by automating common tasks such as installing new builds of our product, setting up passwordless login between network computers and modifying files for product installation
- Mentored other summer students and taught them about the **Robot framework** as well as **bash scripting**

President | University of Toronto Computer Graphics Club | September 2016-Present | Toronto ON, Canada

- Took the initiative to start a club that explores computer graphics from both the computer science and artistic perspective
- Taught workshops, coordinated research talks with various faculty members, and organized events on a regular basis

Projects

Idyllic Island | **Unity 2D and C# | Educational Game Design Research Project**

- Supervisors: Steve Engels and Daniel Zingaro
- Applied modified agile development methodologies to deliver an improved game for beta testing regularly.
- Designed and implemented an animal population balancing game in **C#** that followed the Ontario grade 6 biodiversity curriculum.

PatchMatch | **Python (OpenCV and NumPy) | Implementation of Research Paper Findings**

- Implemented the propagation and random search algorithms as described in Barnes, C., Shechtman, E., Finkelstein, A., & Goldman, D. B. (2009). PatchMatch. *ACM SIGGRAPH 2009 Papers on - SIGGRAPH 09*.
- Leveraged **OpenCV** and **Numpy** functions to improve efficiency of the implementation

Technical Skills

- Python
- Java
- C and some experience in C# and C++
- OpenCV and NumPy
- Git and Perforce Version Control
- Bash scripting and Linux
- Adobe Photoshop
- Some experience with Autodesk Maya and Unity

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