

JEANNETTE YU

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🏠 4707 NE 2nd St, Renton, WA

role: **software engineer / 3D design**

objective: **full-time position**

EDUCATION

graduated: **June 2018**

University of Washington, Seattle, WA

B.S./M.S. in Computer Science

MINOR in Japanese Language

GPA: 3.90, Dean's List

RELEVANT COURSEWORK

Data Structures and Parallelism
Introduction to HCI / UI Design
Machine Learning
Computer Graphics
Operating Systems
Natural Language Processing
Computer Animation Capstone
Artificial Intelligence
Games Capstone
Computer Vision

EXPERIENCE

Research Intern @ Snap Inc., Venice, CA

Sept 2017 - Dec 2017

- Within the computer graphics team, use **Maya** to build a human facial animation rig capable of forming a wide variety of realistic expressions, and easily iterable and reusable for future projects
- Further develop additional demos and features within the code using **OpenGL** and **C++**, such as the 3D bitmoji avatar and cartoon animals that mirror the user's face via video input

Effects Co-Lead: Animation Capstone @ UW ARL

Jan 2017 - Sept 2017

- Produce the short 3D animated film, 'Worlds Apart', under director Barbara Mones with **Maya** and **Adobe After Effects** in rigging, motion, lighting, rendering, and as the FX co-lead
- Develop demos of fluids, rigid bodies, etc. to implement engaging FX that support our story

Software Development Intern @ Adobe, Seattle, WA

June 2016 - Sept 2016

- Develop and present a UX prototype for new web-based product using **Javascript** and **Vue.js**
- Build algorithms and features for intelligent, responsive web designs that automatically adapt to variable user content - adjusting alignments, balancing columns, and beautiful layouts

Grad Teaching Assistant: Systems @ UW

Mar 2018 - Jun 2018

- Weekly office hours; topics focus on testing and debugging, bash scripting, C, C++, and concurrency

Grad Teaching Assistant: Machine Learning @ UW

Jan 2018 - Mar 2018

- Teach weekly section; **Python** topics including trees, probability, perceptron, EM, PCA, neural nets

Teaching Assistant: Tech Art @ UW

Jan 2017 - Mar 2017

- Office hours every other day; utilized **Unity 5** and **Unreal Engine 4** to cover basic shaders, physics, FX

Teaching Assistant: Computer Graphics @ UW

Jan 2017 - Jun 2017

- Office hours & project lead; **OpenGL/C++** topics on matrices, shaders, ray tracing, particles, animation

SKILLS

Maya, Unity, Adobe Photoshop, Adobe After Effects, Git, Unix

C++, C, C#, OpenGL, Java, Python, PyTorch, MatLab

Javascript, AngularJS, HTML/CSS

INTERESTS

learning Japanese,
story-driven games, stylized
animation, AR/VR, board gaming,
hand-made cards, crochet