

# AMANDA L. HAN

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## EDUCATION

### University of California, Los Angeles

Expected Graduation: June 2022

B.S. Computer Science and Engineering

GPA: 3.6/4.0

Relevant coursework: Computer Graphics Rendering, Algorithm Analysis, Data Structures, Computer Architecture and Operating Systems Fundamentals, Software Construction

## SKILLS

Software: Fusion 360, Meshmixer, Nanodlp, Maya, Zbrush, Unity, Photoshop

Languages: C# (confident), C++ (confident), Python (intermediate), Javascript (intermediate), HTML (intermediate), CSS (intermediate), Java (intermediate), C (novice)

## WORK EXPERIENCE

### Dolby Laboratories

San Francisco, California

#### Full Stack Web Development Intern

June 2019 – Sept 2019

- Built back-end of website for company-wide devops with account creation and authentication using Okta's REST API in .NET Core with C#
- Designed responsive UI/UX of website with CSS/JS Bootstrap library for desktop and mobile devices
- Developed Xamarin Forms cross-platform mobile application in C# for viewing internal conference schedules used by global Dolby IT and HR departments presented at Dolby global headquarters
- Automated meeting check-in for executives adopted by global Dolby facilities in Python using OAuth

### TechLX

Orinda, California

#### Teaching Assistant - Coding Games and Game Development in Construct Class

June 2017 – May 2018

- Taught first and second grade students programming logic and typing through online coding platform
- Educated fourth and fifth grade students on game design and programming using Construct 3
- Led partner and solo student projects to program games in Javascript and create in-game challenges

### HoneyPoint3D

Walnut Creek, California

#### Engineering Intern - 3D Printing, CAD Modeling, 3D Scanning

June 2018 – Sept 2018

- Engineered prototypes for clients using a variety of materials using professional 3D printers
- Utilized Artec 3D scanners to create precise 3D models of real-world objects
- Wrote, edited, and published articles to educate the general public on advancements in 3D printing

## Projects

### 3D Record Player - Interactive Music Visualizer

Los Angeles, California

#### Lead Programmer

March 2019 – June 2019

- Utilized Web Audio API with Javascript to vary visual effects according to pitch and beat
- Programmed interactive GLSL shaders to represent 3D water, fire, and wood on 3D models in WebGL

### 3D4E - 3D Printing for Everyone

Los Angeles, California

#### Vice President

April 2019 – present

- Spearheaded joint project with UCLA Game Studio to integrate CAD Design with VR environments
- Organized and designed 10 week workshop series on 3D modeling and 3D printing

### Creative Labs

Los Angeles, California

#### Project Lead

September 2019 – present

- Fabricated custom 3D printed sleeve with LED activation based on gesture detection
- Utilized Arduino Nano and Myoware muscle sensors to detect muscle activation