

EXPERIENCE

Freelance: Front-end Developer

Los Angeles CA, Dec '13 – present

- Builds websites using JavaScript, HTML5, CSS3, Twitter Bootstrap, jQuery, and various front-end tools
- Enhances user-experience by practicing effective design techniques, usability, and responsive web design
- Designs logos, images, and vector graphics using image tools

Lucasfilm: Assistant Technical Director

San Francisco CA, Jan '12 – May '13

- Redesigned team's workflow to optimize processes and improve efficiency by developing plug-ins and scripts
- Qualified technical condition of 3D assets and ensured prompt delivery to support clients' requests
- Creatively produced 2D graphic images for *Clone Wars* using artistic lighting techniques and image tools
- Promoted to an Assistant Technical Director after a successful internship performance

Electronic Arts (EA): Technical Artist Intern

Orlando FL, Sep '11 – Dec '11

- Debugged OpenGL shader files for NCAA 2012 game on *Xbox360* and *PS3* platforms
- Explored and researched Houdini software as a resource for team's workflow

Lucasfilm: Digital Training Intern

San Francisco CA, May '10 – Aug '10

- Filmed, edited, and composited interview & training videos using Final Cut, After Effects, and Photoshop
- Compiled and presented QuickTime video clips for meetings with supervisors

Texas A&M University: Graduate Assistant

College Station TX, Sep '09 – Jan '11

- Conducted research on human-computer interaction on 3D Immersive navigation by National Science Foundation (NSF)
- Taught graduate-level C/C++ programming laboratory class with over 30 students

Bazaarvoice: Implementation Engineer

Austin TX, Feb '09 – Aug '09

- Configured front-end web solution for clients using HTML/XHTML, CSS, JavaScript, and XML
- Managed technical deployment of Bazaarvoice's products for new clients during project implementation

Quorum Business Solutions: Technical Consultant

Houston TX, Jul '07 – Aug '08

- Provided client support on Quorum products via phone and email communication
- Used SQL and C++ on a daily basis to troubleshoot client technical issues

SKILLS

Languages: JavaScript, HTML5, CSS3, Python, Ruby, HAML/SASS, C/C++, Java, PHP, SQL, MySQL, MEL

Web: jQuery, Twitter Bootstrap, Django, AJAX, JSON, XML, Responsive Design, Wireframe, Firefox/Chrome Developer Tool

Graphic: Maya, Houdini, Photoshop, Gimp, After Effects, Inkscape, Final Cut, Premiere, Illustrator, OpenGL

Tools: Git, Perforce (P4), Subversion (SVN), Linux, Windows, OSX, Microsoft Office (Excel, Access, Word, PowerPoint), Firebug

Misc: Animation, Visual Effects, Completed Scrum Training Series

ACCOMPLISHMENTS

UX Design Hackathon competitor – Los Angeles CA, Feb 2014

- Collaborated with a team in redesigning Southern California Edison's payment management website

Graduate Student Council Representative – Texas A&M University, Fall 2010

- Represented and acted as the liaison for the Visualization Department during university-wide student body meetings

Student Volunteer, Siggraph Conference 2010 – Los Angeles CA, Jun 2010

- Demonstrated gadgets and interacted with various levels of guests at the Emerging Technology showroom

Research Poster Participant, Siggraph Conference 2010 – Los Angeles CA, Jun 2010

- Presented academic research on HCI: *Evaluating Performance in Immersive Displays*

President, *Eta Kappa Nu* – Electrical Engineering Honor Society, The University of Texas, Spring 2006

- Managed 8 officers in performing their duties and provided leadership for *Eta Kappa Nu*
- Presided chapter meetings with more than 60 students

EDUCATION

The University of Texas, BS Electrical Engineering

GPA: 3.10/4.00, Dec 2006. Awards: Tracor Scholarship, LeaderShape Institute Scholarship

Texas A&M University, MS Visualization Science

GPA: 3.58/4.00, Dec 2011. Awards: Graduate Diversity Fellowship

