

Annette Tongsak

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[LinkedIn](#)
[GitHub](#)

PROFILE

Passionate and driven computer science student with a demonstrated history of outstanding academic performance and a strong foundation in technology and research. Proficient in multiple programming languages and creative computer software. Interested in the applications of computer graphics and visualization and seeking opportunities to expand knowledge as a computer scientist.

SKILLS

C/C++	Python	OpenGL	GLSL
Blender	x86 Assembly Language	HTML & CSS	JavaScript & Node.js
Git/GitHub	PyTorch	SQL	Excellent Written and Communication Skills

PROFESSIONAL EXPERIENCE

Undergraduate Research Assistant Jun 2023 - Present
Oregon State University, Corvallis, OR

Researcher under Dr. Yue Zhang within her research group. Focus on computer graphics, data visualization, and machine learning.

ASE Internship Assistant Jun 2023 - Aug 2023
Oregon State University, Corvallis, OR

- Studied and presented information from 5 research papers related to computer graphics, visualization, and machine learning to high school students
- Collaborated with a graduate student on a wildlife object detection model commissioned by the Oregon Department of Transportation
- Used PyTorch to create a CNN that classifies images of hand-written digits from the MNIST dataset and diverse photographs from the CIFAR-10 dataset

EDUCATION

Oregon State University Sep 2022 - Present
Graduating Jun 2026 | GPA: 3.95
Corvallis, OR

B.S. in Applied Computer Science - Simulation & Game Programming

Westview High School Sep 2018 - Jun 2022
GPA: 4.229
Beaverton, OR

PROJECTS

Random Cobweb Generator Dec 2023

Developed a random cobweb generator using C++ and OpenGL for my final project in CS 450 Intro to Computer Graphics, drawing inspiration from DreamWorks' 2011 paper, "Building and Animating Cobwebs for Antique Sets."

DevDynasty: Full-Stack Ascent Nov - Dec 2023

- Collaborated in a team of five to design and develop an interactive web game simulating the full stack internship application process
- Self-taught Three.js and implemented it into the project, allowing for 3D scenes and on-event animations
- Built front-end development (HTML, CSS, JavaScript) and backend functionalities using Node.js and Express
- Selected for the CS 290 Web Development Hall of Fame

1998 Aibo Commercial (Fan Animated Recreation) Jul - Aug 2023

Created a fan-animated recreation of an Aibo commercial using self-taught skills in Blender. Demonstrated proficiency in 3D animation, rigging, modeling, and lighting techniques.

AWARDS

Drucilla Shepard Smith Award Jul 2023

Awarded for earning a 4.0 grade point average while attending Oregon State University

Undergraduate Research, Scholarship, and the Arts (URSA) Engage Award Participant Jan 2023

Awarded for participation in undergraduate research at Oregon State University

Dean's Honors List 2022 - Present

Awarded for attaining a GPA of 3.75 or higher with 12+ credits every term

Finley Academic Excellence Sep 2022 - Present

Scholarship awarded each term with requirements of full-time enrollment (12+ credit hours), 36 credit hours per year, and minimum 2.50 GPA

Scholastic Art & Writing Awards 2020, 2021

Earned gold and silver keys in Film & Animation for two original animated short films

CS & MATH COURSES

Computer Graphics Shaders, Oregon State University	Jan 2024 - Mar 2024
Software Engineering I, Oregon State University	Jan 2024 - Mar 2024
Introduction to Databases, Oregon State University	Jan 2024 - Mar 2024
Analysis of Algorithms, Oregon State University	Jan 2024 - Mar 2024
Introduction to Computer Graphics, Oregon State University	Sep 2023 - Dec 2023
Linear Algebra I, Oregon State University	Sep 2023 - Dec 2023
Data Structures, Oregon State University	Sep 2023 - Dec 2023
Web Development, Oregon State University	Sep 2023 - Dec 2023
Computer Architecture & Assembly, Oregon State University	Apr 2023 - Jun 2023
Vector Calculus I, Oregon State University	Apr 2023 - Jun 2023