

Rebecca Feng

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Education

University of California Berkeley
B.A. Astrophysics, Computer Science
2021-2025

Skills

Computer

Linux/Unix, Python, Java, C, C#, C++,
SQL, HTML, CSS, JavaScript, Bootstrap,
PyMel, RISC-V Assembly

Libraries

NumPy, AstroPy, SciPy, Matplotlib, Pandas,
Maya.cmds, PyTorch*, TensorFlow*

Software

Autodesk Maya, ZBrush, Unity, Blender,
3D Substance Painter, Photoshop, Illustrator,
Premiere Pro, AfterEffects, Procreate,
Github, Google Drive, Microsoft Office

Coursework

UC Berkeley

- Computer Graphics and Imaging*
- Machine Learning*
- Efficient Algorithms
- Data Structures and Algorithms
- Computer Architecture
- Concepts of Probability
- Physics: Mechanics and Relativity
- Physics: Electricity, Magnetism, and Optics
- Physics: Thermodynamics and Quantum Mechanics
- Video Game Design & Development
- 3D Modeling and Animation

*Currently taking

Awards

2021 Science Ambassadors Video
Scholarship Runner-Up

Experience

Course Instructor - UC Berkeley Undergraduate Graphics Group

August 2022 - Current

- Worked as a team to develop a curriculum that teaches students the entire pipeline of 3D animation with Autodesk Maya, Renderman, ZBrush, and AfterEffects
- Mentored a short-film production by teams of four
- Updated the course website using GitHub and other front-end technologies

Treasurer - 3D Modeling and Animation at Berkeley

April 2023 - Current

- Handled finances for the club, and money spent per semester
- Helped with marketing and organized events across campus

Member in Film - Business Careers in Entertainment Club

August 2021 - December 2021

- Worked as a team to develop a live-action film project from scratch, and pitching to screenwriters in the industry from across the country
- Helped to organize networking events among students and professionals

Projects

Director, 3D Artist - Twas a Night

August 2023 - Current

- Worked with a team of five to create a one-minute long 3D short
- Modeled and sculpted characters from scratch using Autodesk Maya and ZBrush, storyboarded, implemented particle effects using Houdini, and used Python to write custom tools in Maya

Director, 3D Artist - Home for Anderson

October 2023 - Current

- Led a game team of 6 to build a 3D RPG puzzle game using Unity3D
- Wrote scripts in C#, modeled assets, rigged and animated characters using Autodesk Maya