Rebecca Feng

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Education

University of Pennsylvania, MSE Computer Graphics and Game Technology *Aug 2025 – May 2027*
- **Relevant Coursework:** Procedural Computer Graphics, Technical Computer Animation

University of California, Berkeley, BA Computer Science, Astrophysics *GPA: 3.721* *Aug 2021 – May 2025*
- **Relevant Coursework:** Computer Graphics; Computer Vision; Machine Learning; Computational Photography; Data Structures and Algorithms; 3D Modeling and Animation; Mathematical Physics

Skills

Languages: C++, Python, C#, CMake, GLSL, Linux/Unix
Libraries: OpenGL, ImGUI, QT, Maya API, WebGL, NumPy, SciPy, PyTorch, Node.JS, React.JS
Software: Autodesk Maya, VS Code, Vim, Git, Unity, Blender, Adobe Creative Cloud, Microsoft Office, Jira

Experience

Software Engineer Intern, Rendering @ DreamWorks Animation – Glendale, CA *Jun 2025 – Aug 2025*
- Redesigned interactive, real-time UI code to use the ImGUI toolkit for OpenMoonRay, DreamWorks Animation's in-house and open-sourced physically-based render engine for production in C++
- Implemented feedback from engineers and artists to smooth workflow needs of the company, from dropdown AOV toggling, camera tumbling, to eventual support for Apple Silicon chip integration

Researcher, Nerfstudio @ Berkeley Artificial Intelligence Research – Berkeley, CA *Feb 2024 – Apr 2025*
- Publications: Viser: Imperative, Web-based 3D Visualization in Python (5th author) and recognition in prominent tech journal Radiance Fields article for a NeRF Autodesk Maya plug-in
- Developed Python API for Viser to simulate real-time light and shadows for striking visual results in computer vision/robotics demos, under Professor Angjoo Kanazawa and graduate student mentorship
- Wrote a Maya plug-in enabling users to combine Neural Radiance Field scenes with rendered animation

Head Course Instructor, UCBUGG: 3D Modeling and Animation – Berkeley, CA *Jul 2022 – May 2025*
- Taught students the 3D animation pipeline with industry-standard software and mentored teams
- Raised $3200 for render farm services, reducing over-time responsibilities for instructors and ensuring fast completion of students' shorts five times faster than before

Student Volunteer, 2024 ACM SIGGRAPH - Denver, CO *Jul 2024 – Aug 2024*
- Assisted in organizing and managing conference sessions, workshops, and panel discussions.

Projects

Physically Based Renderer *Mar 2024*
- Created a direct and global illumination raytracer in C++ including Monte-Carlo estimation, Bounding Volume Hierarchies, Russian Roulette, and Adaptive Sampling, and microfacet material properties

Steve Bobs Mesh Painter 2.1 *May 2024*
- Created an interactive web tool as a team to streamline texturing assets via standard mesh processing techniques
- Implemented raycasting, main code framework, UI elements, texture coordinate buffer, and a WebGL display
- Project Showcase Winner out of 80 teams in Sp24 Computer Graphics and Imaging course

A Home for Anderson - Unity3D Game *Oct 2023 - Dec 2023*
- Led a team of programmers and artists to develop C# scripts for the game and create 3D assets and characters