

Rebecca Feng

beckyfeng08@berkeley.edu | (785)-979-6110 | Berkeley, CA
Github: <https://github.com/beckyfeng08>

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*

Video Game Design &
Development

Data Structures and Algorithms

Computer Architecture

Concepts of Probability

Introductory Mechanics and Relativity

Introductory Thermodynamics and
Quantum Mechanics

3D Modeling and Animation

Brainstorm Burbank

Concept Art Boot Camp

Storyboarding for Feature Animation

*Currently taking/learning

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