Rebecca Feng

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Website/Portfolio: https://beckyfeng08.github.io

Education

University of California Berkeley
B.A. Astrophysics, Computer Science
2021-2025
GPA: 3.611/4.0

Skills

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

Libraries
NumPy, AstroPy, SciPy, Matplotlib, Pandas, Maya.cmds, PyQT, Bootstrap

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

Coursework

- Computer Graphics and Imaging*
- Machine Learning*
- Video Game Design & Development
- 3D Modeling and Animation
- Abstract Linear Algebra*
- Linear Algebra (A)
- Differential Equations (A)
- Efficient Algorithms (A-)
- Data Structures and Algorithms (A)
- Computer Architecture (A)
- Concepts of Probability (A-)
- Physics: Mechanics and Relativity
- Physics: Electricity, Magnetism, and Optics
- Physics: Thermodynamics and Quantum Mechanics
- Mathematical Methods in Physics

*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
- Currently reconstructing a new coursewebsite using front-end technologies such as React.JS and Three.JS
- Hosted a Discord Bot on public Linux computers via SSHing, and using Screen commands

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

Undergraduate Researcher - NeRFStudio
April 2023 - August 2023

- Currently integrating surface-based reconstruction using neural radiance fields in the NeRFStudio codebase using Python and Github, and various machine-learning and data-parsing libraries

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, and used Python to write custom tools in Maya

Director, 3D Artist - Home for Anderson
October - December 2023

- 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

Java Game Engine
April - May 2023

- Built a Pokemon-themed game from a custom game-engine using Java and referencing the Oracle API. Used GitHub to collaborate, and wrote my own J-unit tests