

CHARLES WANG

EDUCATION:

University of Pennsylvania
Engineering and Applied Sciences

WEBSITE

charlesliwang.com

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MOBILE

+1 (267) 745-4131

Bachelor of Science in Engineering
Digital Media Design
Expected Graduation: 2017

Master of Science in Engineering
Computer Graphics & Game Technology
Expected Graduation: 2018

Professional Skills

Expert Experienced Familiar

3D Software:

Maya, Zbrush, Unity
Arnold, mental ray,
Substance Painter,
Unreal, 3ds Max
Substance Designer,
Renderman, Houdini

Languages:

C, C++, C#,
Java, Python,
Unix, HTML, CSS
Javascript
OCaml, Assembly,
Verilog, VHDL

Other Software

Photoshop, Word,
Powerpoint
Illustrator,
Premiere Pro,
Excel, After Effects

Technical Skills

Mesh Manipulation
Rendering,
Animation
OpenGL, Procedurals
Fluid Simulation

Creative Skills

Character Design
3D Modeling
Game Design
Texturing
Rigging/Animation

Other Skills

Communication, Project Management, Teaching, Research, Presentation

Work Experience

TEACHING ASSISTANT

School of Engineering

University of Pennsylvania

Jan. 2015 - Present

- * CIS461/561 (Advanced Rendering) Spring 2017
- * FNAR366 (Advanced Computer Modeling) Spring 2017
- * CIS460/560 (Interactive Computer Graphics) - Spring 2016, Fall 2016
- * FNAR235 (3D Computer Modeling) - Fall 2016, Spring 2017
- * ESE171 (Digital Design Lab) - Spring 2015

May 2016 - Aug. 2016

PROGRAMMING AND GAME DESIGN INTERN

BioStream Technologies

- * Supporting project developing video game therapies for Autism
- * Unity and C# development
- * Providing creative collaboration on game therapy design and implementation

May 2015 - Dec. 2015

RESEARCH ASSISTANT

CG@Penn

University of Pennsylvania

- * Built an accurately scaled model of Reading Terminal Market in Unity/Maya
- * Implemented a heatmapping system with interactive heat sources

TELLER

Student Federal Credit Union

University of Pennsylvania

January 2014 - September 2014

- * Worked with FedComp to handle student accounts

Recent Projects

OBSCURA (2016) - 3D Puzzle/Adventure Game

Developed in 24-hours at Penn Play Game Jam
with a team of 4 members

1st Place Winner

Level Design, Modeling, Texturing, Lighting

Mini Maya (2015) - Final Project

Programmed a primitive version of Autodesk Maya
Mesh Manipulation, Rigging, Animation, Shading
Applied Skills: C++, OpenGL, QT Creator

Working Dog Center Helper (2015)

Worked with a small team to create a dog-treatment
tracking app for the Working Dog Center in Philadelphia.
Helps trainers and doctors log and view dog's activities
Applied Skills: Android, Java, Databasing, UI

Monte-Carlo Pathtracer (2015) - Final Project

Depth of Field, Acceleration Struction
Applied Skills: C++, OpenGL, QT Creator