CHARLES WANG

EDUCATION:
University of Pennsylvania
Engineering and Applied Sciences

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

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

Professional Skills

Expert Experienced Familiar

3D Software:	Languages:	Other Software	Technical Skills	Creative Skills
Maya, Zbrush, Unity	**C, C++, C#,**	**Photoshop, Word,**	**Mesh Manipulation**	**Character Design**
mental ray, Unreal,	**Java, Python,**	**Powerpoint**	**Rendering,**	**3D Modeling**
Substance Painter,	**Unix, HTML, CSS**	**Illustrator,**	**Animation**	**Game Design**
Substance Designer,	**Javascript**	**Premiere Pro,**	**OpenGL**, **Procedurals**	**Texturing**
Renderman, Houdini	OCaml, Assembly,	Excel, After Effects	**Fluid Simulation**	Rigging/Animation
	Verilog, VHDL			

Other Skills Communication, Project Management, Teaching, Research, Presentation

Work Experience

TEACHING ASSISTANT Jan. 2015 - Present
School of Engineering
University of Pennsylvania
* CIS460/560 (Interactive Computer Graphics) - Spring 2016, Fall 2016
* FNAR235 (3D Computer Modeling) - Fall 2016
* 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

RESEARCH ASSISTANT May 2015 - Dec. 2015
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 January 2014 - September 2014
Student Federal Credit Union
University of Pennsylvania
* 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

Monte-Carlo Pathtracer (2015) - Final Project
Depth of Field, Acceleration Struction
Applied Skills: C++, OpenGL, QT Creator

Mini Maya (2015) - Final Project
Programmed a primitive version of Autodesk Maya
Mesh Manipulation, Rigging, Animation, Shading
Applied Skills: C++, OpenGL, QT Creatorv

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