CHARLES WANG

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WEBSITE
charlesliwang.com

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chawang@seas.upenn.edu

EDUCATION:

University of Pennsylvania
Engineering and Applied Sciences
B.S.E in Digital Media Design
Expected Graduation: 2017

Teaching Assistant **ACM Siggraph Mentor**

University of Pennsylvania
Engineering and Applied Sciences
M.S.E in Computer Graphics and Game Technology
Expected Graduation: 2018

Shanghai American School, Pudong Graduate (2013)
National Honor Society Executive Member, Literary Society Co-Founder
"Unplugged" Charity Concert Organizer and Founder

Relevant Courses Taken: Advanced Computer Graphics (Rendering) || Interactive Computer Graphics || Physically Based Animation (Fluid Simulations) || Algorithms || Software Engineering || Data Structures || Automata, Computability, Complexity || Multivariable Calculus || Linear Algebra|| Physics I (Mechanics) & II (E/M) || Advanced 3D Computer Modeling and Sculpture

Professional Skills

3D Software:

Modeling:
Maya, Houdini, Zbrush

Texturing:
Mudbox, Substance Designer
Substance Painter

Rendering:
mental ray, Renderman

Game Development:
Unity

Programming Languages:

Profficient: C, C++, C#, Java, Python, Unix, HTML, CSS
Familiar: OCaml, Assembly, Verilog, VHDL

Adobe Software

Photoshop, Illustrator, After Effects
Premiere Pro

Microsoft Office

Word, Excel, Powerpoint

Technical Skills

OpenGL
Animation
Mesh Manipulation
Rendering
Proceduralism
Fluid Simulation

Creative Skills

Character Design
3D Modeling
Texturing
Rigging/Animation
Game Design
Graphic Design

Other Skills

Communication, Project Management
Teaching, Research, Presentation

Work Experience

TEACHING ASSISTANT
CIS277
Computer Graphics
University of Pennsylvania
January 2016 - Present

* Assist in the teaching and planning of Sophomore/Junior level class
* Focusing on C++, Linear Algebra, Mesh Structures, OpenGL
* Hold office hours, grade homeworks, write exam questions

RESEARCH ASSISTANT
CG@Penn
University of Pennsylvania
May 2015 - Present

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

TEACHING ASSISTANT
ESE171 Digital Design Lab
University of Pennsylvania
January 2015 - May 2015

* Dictate curriculum and teach 3-hour labs to help students apply lecture topics

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

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 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