CHLOE LE

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EDUCATION

UNIVERSITY OF PENNSYLVANIA: School of Engineering and Applied Science, Philadelphia, PA
BSE: Digital Media Design (Computer Science/Computer Graphics), May 2019
MSE: Computer Graphics and Game Technology, May 2020
Minor: Data Science
Cumulative GPA: 3.77/4.00
Relevant Coursework: Programming Languages & Techniques; Data Structures & Algorithms; Computer Graphics; Automata, Computability, and Complexity; Computer Systems; Machine Learning; Computer Animation; 3D Modeling; Integrated Product Design; Statistics/Probability; Statistical Inference; Linear Algebra; Design and Digital Culture
Current Courses: Mobile App Development; Database & Info Systems; Scalable & Cloud Computing

PROFESSIONAL EXPERIENCE

THE NEW YORK TIMES – **Software Engineering Intern, Marketing Technology Team**   June – Aug 2018
- Worked on and led the Advanced Frontend Monitoring project for Magnolia, a content management system
- Created a monitoring system to consume necessary information of all pages that were built and hosted by Magnolia using JavaScript; ensured that page performance and operations are not affected and that the number of asset requests is kept low using singleton and queue design
- Set up dashboards to visualize collected data and set up notifications/alerts based on thresholds
- Saved the team's time by automating monitoring process and allowed for data driven decisions based on collected data

SHANGHAI MEDIA GROUP – **Software Development Intern, Technology Team**   May – Aug 2017
- Designed and built customized tools for image processing, file systems, and user database to assist SMG's internal production pipeline. Programmed mainly in Python, for both Windows and macOS environments
- Collaborated with technical directors on 3D software scripts' bug fixes

APCO WORLDWIDE – **In-house Design/Social Media Intern**   May – Aug 2016
- Designed presentations and report layouts for clients
- Worked with managing directors and communications team on strategic communication through social media for clients

ACTIVITIES

WHARTON UNDERGRADUATE HEALTHCARE CLUB   Sep 2015 – Present
- Director of Design: create info-graphics and design layouts for *Penn Healthcare Review*, a healthcare journal

SIGGRAPH MENTORING PROGRAM   Jan 2018 – Present
- Mentor: mentor and answer questions of peer undergraduates who are interested in computer graphics

PENN FASHION COLLECTIVE   Sep 2015 – May 2018
- Graphic Designer: created graphics and advertising materials for the marketing committee
- Fashion Show Committee Member: student designer for the annual fashion show

TECHNICAL SKILLS

PROGRAMMING: Java, C++, JavaScript, C, Python, HTML/CSS, MySQL, Processing
3D SOFTWARE: Maya, Mudbox, ZBrush
DESIGN: Photoshop, Illustrator, InDesign

PROJECTS

PHYSICALLY-BASED RENDERING ENGINE (C++, Qt, OpenGL)
Programmed a rendering engine that supports naive, direct lighting, indirect lighting, and photon mapping renders. Focused on physically based rendering using path tracers built from scratch. Users can load customized OBJ files and run the renderer.

FOODIEGRAM (JavaScript, HTML, CSS, MongoDB)
Built a social media web application that allows users to maintain profiles, share images, and follow other users. It is a platform for foodies to easily upload food pictures and be able to save favorite posts, give ratings, and interact with others.

3-D CROSSWORD (NYT MAKER WEEK) (HTML, CSS, JavaScript)
Designed and built a crossword game in 3D environment. It renders a crossword with x-y-z directions based on a customizable JSON file. The 3-D Crossword allows users to zoom, pan, and rotate freely using a touchpad. Features include auto-highlight, inline clue rendering, and locking axis.