CHLOE LE

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EDUCATION

UNIVERSITY OF PENNSYLVANIA School of Engineering and Applied Science, Philadelphia, PA

MSE Computer Graphics and Game Technology .... May 2020
BSE Computer Science and Computer Graphics: Digital Media Design .... May 2019
    Minor in Data Science, 3.8 GPA

Relevant Coursework
    Data Structures & Algorithms • Scalable & Cloud Computing • Machine Learning • Computer Animation • Database & Info Systems • Statistics/Probability • Product Design • Design and Digital Culture • Mobile App Development

SKILLS

PROGRAMMING	3D SOFTWARE	DESIGN
Java • JavaScript • C++	Maya	Photoshop
Python • OpenGL/WebGL • C	Mudbox	Illustrator
HTML/CSS • Kotlin • SQL	ZBrush	InDesign

EXPERIENCE

FACEBOOK – **Software Engineering Intern, Instagram Notifications Growth Team** — June – Aug 2019
- Increased notifications system settings data coverage for daily users by 80% and monthly users by 50%
- Utilized system settings data to improve turn-on-notifications banner targeting logic, which increases reachability
- Improved push notifications pipeline efficiency and click through rate by cutting down unnecessary renders/sends
- Proposed an improvement to the in-app notifications settings page and worked with designers and content strategists to finalize a solution

THE NEW YORK TIMES – **Software Engineering Intern, Marketing Technology Team** — June – Aug 2018
- Project lead for the Advanced Frontend Monitoring project for Magnolia, a content management system
- Created a monitoring system to gather necessary information of pages that were built and hosted by Magnolia using JavaScript; ensured page performance 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
- Automated the team's 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

PROJECTS

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.

PHYSICALLY BASED RENDERING ENGINE (C++, Qt, OpenGL)
Programmed a rendering engine that supports 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.

TRANSPLANT REHABILITATION OPTIONS APP (JavaScript, HTML, CSS)
Group project for the Penn Medicine Center. The web app allows physicians to provide customized resources and plans to patients for their physical therapy regimen. Patients can take surveys and write journals to communicate with physicians.

ACTIVITIES

UNIVERSITY OF PENNSYLVANIA TEACHING ASSISTANT — Aug 2019 – Present
- Teaching Assistant: TA for NETS 212- Scalable and Cloud Computing

WOMEN IN COMPUTER SCIENCE — Aug 2018 – Present
- Mentor: mentor of peer undergraduates who are interested in Computer Science

SIGGRAPH MENTORING PROGRAM — Jan 2018 – May 2019
- Mentor: mentor of peer undergraduates who are interested in Computer Graphics

WHARTON UNDERGRADUATE HEALTHCARE CLUB — Sep 2015 – Jan 2019