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
Minor: Data Science
Cumulative GPA: 3.79/4.00
Relevant Coursework: Programming Languages and Techniques; Software Engineering; Mathematical Foundations of Computer Science; Computer Graphics; Automata, Computability, and Complexity; Computer Systems; JavaScript; Integrated Product Design; Computer Animation; Statistics/Probability; 3D Modeling; Linear Algebra I; Calculus III; Figure Drawing; Design and Digital Culture; Physics I; Marketing; Economics; Korean; Communications
Current Courses: Intro to Machine Learning; Algorithms; Statistical Inference; Physics II; Linear Algebra II

PROFESSIONAL EXPERIENCE

Shanghai Media Group (Tech Branch) – Software Development Intern
May – Aug 2017
- Designed and built software 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 director and communications team on strategic communication through global 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.

Penn Fashion Collective
Sep 2015 – Present
- Graphic Designer: create graphics and advertising materials for the marketing committee
- Fashion Show Committee Member: student designer for the annual fashion show

Moravian Academy Robotics Club
Sep 2014
- Founding member of Moravian Academy's Robotics team

TECHNICAL SKILLS

Programming: Java, C++, C, JavaScript, Python, HTML/CSS, MySQL, Processing
3D Software: Maya, Mudbox, ZBrush
Design: Photoshop, Illustrator, InDesign

PROJECTS

Transplant Rehabilitation Options App (HTML, CSS, JavaScript)
Built a web app with two other members for the Penn Medicine Center. Allows physicians to provide customized resources and plans to patients for their physical therapy regimen prior to transplantations. Patients can take surveys and write journals so physicians understand patients' situations.

"Mini" Minecraft (C++, OpenGL, Qt)
Developed a "mini" version of the game Minecraft. Allows users to move about in randomly generated scenes. Users can break and place 3D cubes that consist of different textures. This was a group project done with two other team members.

3D Modeling Editor (C++, OpenGL, Qt)
Wrote a 3D modeling engine with half-edge mesh structures that allows users to load OBJ files, extrude, Catmull-Clark-smooth, re-position vertices, and change geometries' face colors.

Game Development Project (Java)
Developed a platforming computer game that allows users to jump, move sideways, and interact with different boosters and obstacles. Created characters and graphics using Photoshop.