CHLOE LE

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EDUCATION

University of Pennsylvania: School of Engineering and Applied Science, Philadelphia, PA
Candidate for Bachelor of Science in Engineering in Digital Media Design, May 2019
Cumulative GPA: 3.76/4.00

Relevant Coursework: Programming Languages and Techniques; Computer Graphics; Software Design/Engineering;3D Modeling; Mathematical Foundations of Computer Science; Calculus III; Figure Drawing; Design and Digital Culture; Physics; Marketing; Economics; Korean; Communications

Current Courses: Automata, Computability, and Complexity; Computer Systems; Computer Animation; JavaScript; Integrated Product Design; Probability

PROFESSIONAL EXPERIENCE

Shanghai Media Group (Tech Branch) – **Software Development Intern** May – Aug 2017

- Designed and coded image, file, and database processing apps with Python in 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– May 2015

- Founding member of Moravian Academy's Robotics team

TECHNICAL SKILLS

Programming: Java, C++, Python, JavaScript, HTML/CSS, MySQL, OCaml, Processing, Android Studio

3D Software: Maya, Mudbox, ZBrush

Design: Photoshop, Illustrator, InDesign

MS Office: Word, Excel, PowerPoint

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.

Data Visualization Project *(Processing)***:** Coded in Processing to turn data into a visual representation. Data were centered on the number of minutes I stared at digital screens per day and were coded into a pixel-like pattern. After visualizing the data, the pattern was printed on paper and made into a wearable dress.