



COURTNEY RAE PASCO

I am a 22-year-old recent graduate of U.C. Berkeley. Though I started out studying Cognitive Science and preparing for a career in medicine, I fell in love with computer science and its applications to the human mind and body. Computer graphics presents a unique opportunity for me to meld my technological skills with my passion for both human perception and the biomechanics of the body.



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EXPERIENCE

Research Collaborator, UCSF Dept. of Radiology

September 2014 – present, San Francisco

Provide data extraction and analysis on the porosity and density of radius and tibia bones from their HR-pQCT images. I write and run scripts in Perl and functions in MATLAB to streamline our analyses and execute image processing techniques such as baseline mapping and laminar analysis.

Web Development Intern, UCOOK

July 2016 – August 2016, Cape Town, SA

Created administrative pages for this culinary start-up's website. These included an interface in which an admin can generate custom sticker labels for products and one that parses an Excel spreadsheet containing menu details (ingredients, quantities, etc.) and then creates the corresponding menu object in the backend.

Foundations of Computer Graphics, UC Berkeley

Fall 2016 Course, Berkeley

Covered a wide array of 3D computer graphics topics including transformations, shading and lighting, geometric modelling, rendering, and animation. Projects included a Ray Tracer, a program to translate Bézier surface coordinates to polygonal representation and display the resulting objects, and an inverse kinematics solver.

3D Modeling and Animation, UC Berkeley

Fall 2015 Course, Berkeley

Learned the basics of Maya 2016 and, over the course of the semester, created a minute-long animation, taking the project from storyboarding all the way through to rendering using Pixar's RenderMan.

LANGUAGES/SOFTWARE/APIs

- ● ● ● ● Adobe Illustrator, Photoshop
- ● ● ○ ○ C
- ● ● ● ● C++
- ● ● ● ○ HTML5, CSS3, JavaScript
- ● ● ○ ○ Java
- ● ● ● ● MATLAB
- ● ● ● ○ Maya
- ● ● ● ○ OpenGL
- ● ● ● ● Perl
- ● ● ● ● Python

EDUCATION

BA Computer Science: University of California, Berkeley

BA Cognitive Science: University of California, Berkeley

Graduated Dec, 2016 ● GPA: 3.93 ● Phi Beta Kappa

Web Development: iXperience South Africa 2016

LIKES



Travel



Reading



Painting



Snowboarding



Swimming



Baseball



Movies



Medicine



Photography



Design

THANK YOU FOR READING!