

Elissa Wolf

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EDUCATION	<i>University of Pennsylvania, School of Engineering and Applied Science, Philadelphia, PA</i> GPA: 3.91 Expected graduation: May 2014 Majors: Digital Media Design (Computer and Information Science department), Cognitive Science		
SKILLS	<i>Languages:</i> Python, Java, C++, Javascript, Haskell, Latex <i>Technologies and Arts:</i> Eclipse, Git, Maya, Photoshop, Illustrator, Drawing, Painting		
WORK EXPERIENCE	AI System Engineer	<i>Summer 2013</i>	
	<i>ToyTalk Inc., San Francisco, CA</i> Added features for the company's internal tool for authoring app content, used by writers, animators, and sound engineers Worked on backend, including a file-locking system, as well as front-end UI design		
	Teaching Assistant		
	<i>Computer and Information Science Department, University of Pennsylvania</i> Software Design and Engineering <i>Spring 2013</i> Intro to Computer Systems <i>Fall 2012</i>		
	Engineering Practicum Intern	<i>Summer 2012</i>	
	<i>Google Documents Sites Team, Google Inc., New York, New York</i> Created backend and frontend for confidential new Sites feature		
	Youth Digital Media Learning Research Assistant	<i>Fall 2011 - Spring 2012</i>	
	<i>Dr. Yasmin Kafai, UPenn Graduate School of Education</i> <i>Research:</i> Fields, D. A., Kafai, Y. B., Strommer, A., Wolf, E., Seiner, B. (2013, April). Integrating arts and computation. Applying a studio arts model of learning to programming interactive stories in Scratch. Paper presented at the Annual Meeting of the American Educational Research Association.		
	Advancing Women in Engineering Intern	<i>Fall 2011 - Spring 2012</i>	
	<i>Computer and Information Science Department, University of Pennsylvania</i> Organized outreach programs with local schools, including PennGEMS, a science camp with over 100 middle school female applicants		
HONORS	Tau Beta Pi Scholar	<i>Fall 2013 - Spring 2014</i>	
	Facebook Grace Hopper Scholarship Recipient	<i>Fall 2012</i>	
	Dean's List	<i>Fall 2010 - Present</i>	
	Essay published in <i>3808: A Journal of Critical Writing</i>	<i>Fall 2010</i>	
EXTRA-CURRICULAR ACTIVITIES	Tau Beta Pi , Secretary		
	Manage chapter website, plan social and professional events, initiate new members		
	Reach-A-Peer Helpline , President		
	Completed 40 hours of training in active listening and crisis management, ensure that helpline is staffed nightly, and advocate mental health awareness		
	Advancing Women in Engineering , Student Advisory Board Member		
	Plan and lead social, instructive, and professional events for female engineers at Penn		
PROJECTS	<i>Art of Recursion</i> , iOS app (in store)	https://github.com/ayanonagon/recursionapp	
	Generates recursive art from user touch, depending on number of fingers used, dragging, etc.		
	<i>Mini-Maya</i> , C++ and OpenGL	https://github.com/elissawolf92/Mini_maya	
	Manipulate 3D meshes; supports basic transformations, geometry creation, OBJ file loading, Catmull-Clark smoothing, free form deformation.		
	<i>Raytracer</i> , C++ and OpenGL		
	Recursive rendering with Blinn-Phong lighting model; supports reflection and shadows, dynamic materials and multiple lights		