ELLEN CHOI

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ellenchoi97.github.io

EDUCATION

University of California, San Diego   September 2015 – March 2019
    B.S. in Mathematics – Computer Science

EXPERIENCE

Code Coach, theCoderSchool   September 2018 – Present
                                                                  Rancho Penasquitos, CA

- Instruct students ages 7-15 on programming concepts using Scratch, Python, and HTML/CSS/JavaScript
- Develop programs for lessons to match students' skills and interests
- Research technologies (i.e. mBot, Pixelpad, Pygame) to further enhance the students' learning experience
- Prepare students for the CoderFair – a science fair-like event for students at the location to present their coding projects – by assisting with code development and creating project pitches
- Communicated with parents about student's progress and future lesson plans

Student Leader, Education Corps   September 2016 – June 2019
                                                                  San Diego, CA

- Served as a point of contact for student tutors attending the same school site
- Communicated student concerns and issues and future event plans with Program Coordinator through email and one-on-one meetings
- Led information sessions and orientation for incoming members and discussions during general body meetings
- Promoted the program and recruited potential new members at recruitment events

PROJECTS

Adventure Machine VR, Unity, Oculus Rift   ellenchoi97.github.io/finding_mochi.html
- A VR program that imitates a bedroom where the user can interact with the launchpad and piano keyboard to make music
- Technical features demonstrated: Selection and manipulation using a virtual hand, teleportation with ray-casting, grabbing the air technique, system controls with dials and settings menu, interactive tutorial

Finding Mochi, C++, OpenGL   ellenchoi97.github.io/adventure_machine_vr.html
- A 3D game based on the movie Big Hero 6 where Baymax must navigate through the city and catch Mochi the cat
- Technical features demonstrated: Texture mapping, toon shading, procedural modeling, diamond-square algorithm, L-systems, and collision detection with bounding spheres, skybox, continuous Bezier patches

SKILLS

Familiar	Intermediate	Advanced
HTML/CSS/JavaScript	Python	Java
Unity/C#	C/C++	
	OpenGL	