

EMILEE CHEN

CONTACT

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Berkeley, CA

SKILLS

LANGUAGES

JavaScript	Python
HTML5+	CSS3
C	Java

ART PROGRAMS

Photoshop	Maya
Illustrator	Flash

ETCETERA

Caffeine addict.
Aesthetic appreciator.
Polaroid photographer.

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. Computer Science and Art
Expected May 2017

RELEVANT COURSEWORK

Computer Graphics, Image Manipulation and Computational Photography, Data Structures, Compilers and Machine Structures, Discrete Mathematics and Probability, Differential Equations, Artificial Intelligence

WORK EXPERIENCE

IOTG STO INTERN | INTEL CORPORATION

JUN - AUG 2015

Designed and created a Web UI using Angular-Meteor and Amazon Web Services to interpret and display data comprehensively and aesthetically.

DIGITAL ARTIST | FREELANCE

2009 - PRESENT

Draw client specified pieces that include characters and/or scenes in both traditional and digital mediums. Communicate with clients through email and other media and utilizing client feedback to customize pieces.

PROJECTS

COMPUTATIONAL PHOTOGRAPHY PORTFOLIO

FALL 2015

<http://emileechen.github.io/194/>

Portfolio showcasing projects done in CS194-26: Image Manipulation and Computational Photography with Professor Alexei Efros.

PACMAN SEARCH AND GAMES

SEP 2015

Implemented iteratively-deepening graph search, A* graph search with multiple different heuristic functions, and minimax search algorithms that solves various versions of the Pacman game.

COMPUTER GRAPHICS PORTFOLIO

SPRING 2015

<http://emileechen.github.io/184/>

Portfolio showcasing projects done in CS184: Foundations in Computer Graphics with Professor James O'Brien, including a sphere Phong shader, a raytracer, and a Bezier surface interpreter using Python and OpenGL.

CODEWATCHDOGE | IOT PRODUCTIVITY MANAGER

FEB 2015

<http://challengepost.com/software/codewatchdoge/>

Created a productivity manager that uses various SmartThings sensors and a Django backend to make Github API requests that monitor your commit history to ensure productivity. Produced at TreeHacks 2015 with Paul Moulton.

PREHISTORIC PLIGHT | 3D ANIMATED SHORT

FALL 2013

Created a two minute short including character design, storyboarding, and 3D model creating and rigging in Maya. Painted foreground and background scenes and images for the short as well as textures and skins for characters and props.