

EMILEE CHEN

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SKILLS

LANGUAGES

Python | Java | C | C++ |
JavaScript | HTML5+ | CSS3

ART PROGRAMS

Photoshop | Maya | Illustrator
| Flash

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. Computer Science and Art
Expected May 2017

Relevant Coursework

Computer Graphics | Data Structures | Compilers and Machine Structures | Discrete Mathematics and Probability | Differential Equations

PROJECTS

CODEWATCHDOGE | IOT PRODUCTIVITY MANAGER

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

- Created a productivity manager that uses 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.

COMPUTER GRAPHICS PORTFOLIO

<http://emileechen.com/184/>

- Portfolio showcasing projects done in CS184: Foundations in Computer Graphics with Professor James O'Brien.

SLIDING BLOCKS PUZZLE | PUZZLE GAME WITH SOLVER

- Created a game in which the objective is to slide rectangular blocks on a tray to a goal configuration without lifting any pieces.
- Wrote a program to solve the sliding block puzzle by creating a game tree with all possible configurations of the board at each of the steps until the goal is reached.

FILE AND FOLDER COMPRESSOR | HUFFMAN ENCODING

- Implemented variants of Huffman encoding that replaced most frequent groups of characters with shorter code words.
- Constructed an optimal encoding tree that was used to create a table mapping characters to code words.

PREHISTORIC PLIGHT | 3D ANIMATED SHORT

- 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.

WORK EXPERIENCE

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.

PIMS MATH CIRCLES | STUDENT TEACHER | 2010 - 2011

- Worked with children ages 9 to 13 on advanced competition math problems both individually and in small groups.
- Assisted instructors in creating practice problems and exams of suitable difficulty along with comprehensive solutions.