# EMILEE CHEN

## CONTACT

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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, 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

### CODEWATCHDOGE | IOT PRODUCTIVITY MANAGER

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.

### COMPUTER GRAPHICS PORTFOLIO

http://emileechen.github.io/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.