

education

University of Pennsylvania

Sep 2022 - Aug 2023
3.81 GPA

M.S.E. in Computer Graphics & Game Technology (CGGT)

Relevant Coursework: Interactive Computer Graphics, Computer Animation, 3D Modeling, Advanced Topics in CG, Game Design Practicum, Machine Perception

Princeton University

Sep 2018 - May 2022
3.59 GPA

B.S.E. in Computer Science, Certificate in Visual Arts

Relevant Coursework: Algorithms & Data Structures, Digital Animation, Computer Graphics, Computational Geometry, Computer Networks, Graphic Design: Link

skills

languages

C++/C#, Java, Python, MEL, GLSL, HTML/CSS, JavaScript (Three.js, P5.js)

software

Qt, Maya, Arnold, Unity, UE5, Blender, Houdini, Rhino, Figma, Procreate, Adobe CC (Animate, After Effects, Premiere, Illustrator, Photoshop)

projects

CGTA

Summer 2023

Created TA assistive tool which encodes Piazza/EdSTEM archives and generates answers to questions from students in CG@Penn classes.

Tools: Python, OpenAI API

Knit-It!

Spring 2023

Created Maya plug-in which, given a quad-based mesh, generates a valid knitted mesh, with customizable stitch-face style and size options.

Tools: Maya, Python, MEL

PaddleBall

Spring 2023

Designed and coded prototype for Portal-like VR puzzle game where player utilizes a magnetic paddleball to escape an abandoned spy facility.

Tools: Unity (C#), Vive Pro

Mini Minecraft

Fall 2022

Coded basic Minecraft clone with land chunking and multi-threading capabilities, as well as procedural blending of biomes.

Tools: C++, GLSL/OpenGL, Qt Creator

Mini Maya

Fall 2022

Coded basic mesh editing program capable of traversing half-edge structures, triangulating faces, Catmull-Clark subdivision, and face extrusion.

Tools: C++, GLSL/OpenGL, Qt Creator

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Spring 2022

Designed, illustrated, and coded point-and-click visual novel with interactive elements and multiple endings. Received Lucas Award in Visual Arts for excellence and quality.

Tools: HTML/CSS, JavaScript, Procreate

experience

University of Pennsylvania

Spring 2023

Teaching Assistant

Graded and held office hours to assist students with debugging C++ and OpenGL programming assignments for CIS 4600: Interactive Computer Graphics.

Princeton University

Spring 2020 - Spring 2022

Grading Manager

Graded and provided feedback on weekly Java programming assignments for COS 126: Introduction to CS. Improved efficiency of grading process alongside managing team.

Publicis Sapient

Summer 2021

Software Engineer Intern - Design Lead

Utilized Figma and CSS/JS to design and implement WCAG 2.0 AA-compliant personal concierge bot for Mercedes-Benz USA website, earning Best Design among intern projects.

Princeton University OIT

Spring 2021

Web Development Services Intern

Designed and user-tested components of new Jazz Design System in Figma, used across all Princeton-affiliated sites.