monique legaspi

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I am a recent graduate with a Master's in Computer Graphics, seeking to launch a dynamic career as a Technical Artist. Armed with a strong computer science foundation, deep knowledge of industry software, and passion for novel avenues of creative expression, I am eager to contribute to the world of digital artistry.

education

University of Pennsylvania
Sep 2022 - Aug 2023

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

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++/C#, Java, Python, MEL, GLSL, HTML/CSS, JavaScript

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 that 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 that, given a quad-based mesh, generates a valid knitted mesh, with customizable stitch-face style and size options.
Tools: 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

left unsaid
Spring 2022

Designed, illustrated, and coded point-and-click visual novel with interactive elements and multiple endings.
Tools: HTML/CSS, JavaScript, Procreate

experience

University of Pennsylvania
Philadelphia, PA

Teaching Assistant, *Spring 2023*
Graded and held office hours to assist students with debugging C++/OpenGL programming assignments for CIS 4600: Interactive Computer Graphics.

Princeton University
Princeton, NJ

Grading Manager, *Spring 2020 - Spring 2022*
Graded and provided feedback on weekly Java programming assignments for COS 126: Intro to CS. Worked with managing team to oversee changes in grading process.

OIT Web Development Services Intern, *Spring 2021*
Utilized Figma to design and test components of new Jazz Design System, used across all Princeton-affiliated sites.

Publicis Sapient
New York, NY (Remote)

Software Engineer Intern - Design Lead, *Summer 2021*
Utilized Figma and CSS/JS to design and implement WCAG 2.0 AA-compliant personal concierge bot for Mercedes-Benz USA website.