Monique Legaspi

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SKILLS

Languages	C++, C#, Java, Python, MEL, GLSL, HTML/CSS, JavaScript
Software	Qt, Maya, Arnold, Unity, UE5 (incl. Blueprints), Blender, Houdini, Rhino, Figma, Procreate, Adobe CC (Animate, After Effects, Premiere, Illustrator, Photoshop)

PROJECTS

2023 — CGTA, ChatGPT-Inspired TA Chatbot
Created TA assistive tool which encodes Piazza/EdSTEM archives and generates answers to questions from students in CG@Penn classes.
Tools: Python, OpenAI API

2023 — Knit-It!, Artist Tool for Maya (team of 2)
Created Maya plug-in which, given a quad-based mesh, generates a valid knitted mesh, with customizable stitch-face style and size options. Focused on proper stitch-face resizing and orientation, refining user interface, debugging, and design documentation.
Tools: Maya, Python, MEL

2023 — PaddleBall, Single-Player Virtual Reality Puzzle Game (team of 3)
Designed and coded prototype for Portal-like VR game where player utilizes a magnetic paddleball to escape an abandoned spy facility. Focused on environment art, asset modeling, refining and debugging gameplay functionality, and design documentation.
Tools: Unity (C#), Vive Pro

2022 — Mini Maya, Mesh Operations Editor
Coded Maya-like mesh editing program capable of traversing half-edge structures, triangulating faces, Catmull-Clark subdivision, and face extrusion.
Tools: C++, GLSL/OpenGL, Qt Creator

2021 - 2022 — left unsaid, Visual Novel
Designed, illustrated, and coded point-and-click game with interactive elements and multiple endings. Received Lucas Award in Visual Arts for excellence and quality.
Tools: HTML/CSS, JavaScript, Procreate

EXPERIENCE

01.2023 - 05.2023 — Teaching Assistant, University of Pennsylvania (Philadelphia, PA)
Graded and held office hours to assist students with debugging C++ and OpenGL programming assignments in Qt Creator for CIS 4600: Interactive Computer Graphics.

01.2020 - 05.2022 — Grading Manager, Princeton University (Princeton, NJ)
Graded and provided feedback on weekly Java programming assignments for COS 126: Introduction to CS. Improved efficiency of grading process alongside managing team.

06.2021 - 08.2021 — Software Engineer Intern - Design Lead, Publicis Sapient (New York, NY - Remote)
Utilized Figma and CSS/JS to design and implement WCAG 2.0 AA-compliant personal concierge bot for Mercedes-Benz USA site, earning Best Design Award among intern projects.

01.2021 - 05.2021 — Web Development Services Intern, Princeton University OIT (Princeton, NJ)
Designed and user-tested components of new Jazz Design System in Figma, used across all Princeton-affiliated sites.

EDUCATION

09.2022 - 08.2023 — University of Pennsylvania
M.S.E. in Computer Graphics & Game Technology (CGGT)

09.2018 - 05.2022 — Princeton University
B.S.E. in Computer Science, Minor in Visual Arts