

# Isabela Rovira

Portfolio: [www.irovira.com](http://www.irovira.com)

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## Education

### University of Pennsylvania – Philadelphia, PA

- **BSE** in Digital Media Design, an interdisciplinary major combining computer science, fine arts and communication with an emphasis on computer graphics (May 2018)
- **Minor** in Japanese Studies
- **MSE** in Computer Graphics and Game Technology (May 2019)
- **Awards:** Adobe Women in Technology Scholarship Winner

## Work Experience

### University of Central Florida.....Orlando, Florida

Research Assistant (Jun '17 – Aug'17)

- Assisting Dr. Joseph Kider with multiscatter methods in rendering
- Developing personal renderer Adobo from scratch in C++

### Doshisha University.....Kyoto, Japan

Teaching Assistant for Japanese Manga (Jan '17 – Apr '17 )

- Assisted Noriko Watanabe and organized field trips throughout the Kansai region of Japan
- Communicated in both Japanese and English

### Adobe.....San Jose, California

Digital Imaging and Tech Transfer Intern (May'16 - Aug '16 )

- Implemented UI for image optimizing iOS application using Objective-C
- Designed workflow for image processing algorithms and created prototypes for user testing

### Freelance Artist.....Philadelphia, Pennsylvania

Designer, Animator, Digital Illustrator (May'14- Present)

- Commissioned to create various works for garment design, shows and advertisements

## Key Skills

**Software/Hardware:** Adobe Photoshop, Illustrator, InDesign, Premiere, TVPaint, Autodesk Maya, Unity, Git, Unix, Unreal, LeapMotion, HTC Vive

**Programming Languages:**

- **Proficient in:** C++, Objective-C, C#, C, Java, OCaml
- **Familiar with:** GLSL, Python, MATLAB, Unix, HTML, CSS

**Foreign Languages:** Japanese (Conversational Proficiency), Spanish (Working Proficiency)

**Music:** Classical and Jazz Piano, Classical Violin, Japanese Shamisen, Brazilian Caixa

## Personal Projects

### SimpleCap: Camera Previsualization Tool

Aug'17-Dec'17

Senior Design Project, University of Pennsylvania

- Records iPhone's rotation and translation to playback inside 3D environment
- Captures hand jitters and other visceral camera movements for use in 3D programs

### Disney Imaginations Competition Semi Finalists

Sept'16-Feb'16

Project Leader, University of Pennsylvania

- Created concept proposal for outdoor public space for students on our campus
- In charge of project organization, team scheduling, and concept art

### ENIAC Virtual Reality Reconstruction

Sept'15-Feb '16

Project Leader

- Created 3D reconstruction of the original ENIAC computer for virtual reality exploration
- Built environment using Unity and Autodesk Maya

## Student Groups

### SIGGRAPH ACM UPenn Chapter President

Jan '15-present

- Organized workshops, social events and mentoring program for the school's graphics community

### Adobe GirlsWhoCode Mentor

Jun '16-Aug '16

- Mentored high school girls while they learned about Computer Science

### Women at Adobe Panelist

Jun'16

- Spoke to Adobe Employees about being a woman and minority in the tech industry

### Women in Computer Science Chapter Board Member

Sept '15-Sept '16

- Organized coding and research projects for the WICS community