



# JESSICA PENG

## FRONT-END ENGINEER & VISUAL DESIGNER

### Professional Experience

#### Adobe • Senior Software Engineer, Front-End

San Francisco, CA | December 2021 - present

- Sketched mockups, prototyped, and worked iteratively with solution architects, consultants, and engineers to design and deliver five internal applications for Customer Engineering. Achievements include:
  - Streamlining customer sandbox management for 100+ internal stakeholders.
  - Optimizing sandbox provisioning and deployment for Adobe Experience Platform enablement programs from 2-3 weeks to 1-2 days, accommodating up to 75 sandboxes and partners.
- Conceptualized and coded a portal and content management system for sharing updates on 20+ tools and products within Customer Engineering.
- Mentored our summer intern, offering daily career, technical, and design guidance.

#### Etsy • Freelance Graphic Designer

San Francisco, CA | March 2021 - 2023

- Managed a best-selling graphic design shop with a 4.8/5.0 rating, 500+ reviews, and 144 upvotes in customer service.
- Achieved 3,000+ sales designing branding, marketing collateral, merchandise, and vector graphics for print and web for various small businesses and customers.

#### The New York Times • Graphics Intern, Immersive Storytelling

New York, NY | June 2018 - August 2018

- Designed 2D/3D cover images, infographics, and motion graphics for the augmented reality articles “Step Inside the Thai Cave in Augmented Reality” and “How We Created a Virtual Crime Scene to Investigate Syria’s Chemical Attack.”
- Prototyped photogrammetry assets on iOS using Maya, SceneKit, and Sketchfab and researched immersive technology for future articles.

#### Molex • Product Management Intern

Lisle, IL | May 2017 - August 2017

- Designed diagrams and motion graphics for a new family of power connectors.
- Animated a video highlighting the design and functionality of a new gas sensor.

### Personal Projects

#### Black Power Blueprint • Graphic Designer

June 2020 - present

- Volunteer 2-3 hours per week designing social media infographics to promote the program’s mission of transforming North St. Louis through economic development.

### Accomplishments

#### Disney Imaginations Design Finalist

January 2018

- Led art direction and development on a theme park concept that was selected as one of six finalists in the annual design competition hosted by Walt Disney Imagineering.
- Developed the logo and visual identity, slide layouts, marketing posters, 3D models of park structures, and illustrated story of a representative visitor.

### Contact

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### Skills

#### Software

Adobe Illustrator  
Adobe Photoshop  
Adobe Fresco  
Adobe Premiere Pro  
Adobe After Effects  
Adobe InDesign

#### Languages/Frameworks

JavaScript  
TypeScript  
HTML/CSS  
Java  
React  
React Spectrum  
Next.js

#### Process

UX/UI Design  
Front-End Development  
Prototyping  
Graphic Design  
Visual Storytelling  
Illustration

### Education

#### University of Pennsylvania, Class of 2019

B.S.E. in Computer Graphics  
(Digital Media Design)  
Minor in Fine Arts

Courses: Computer Graphics,  
Computer Animation, Drawing, 3D  
Modeling, Video Production, Data  
Visualization, Costume Design,  
Art History

### Hobbies & Interests

photography, cartooning, dog  
grooming, tennis, Yorkshire  
terriers