JESSICA PENG

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Education

University of Pennsylvania, School of Engineering & Applied Science | Philadelphia, PA
Candidate for B.S.E. in Digital Media Design (Computer Science/Computer Graphics) - GPA: 3.21/4.00   May 2019

Coursework
Programming Languages & Techniques II, Data Structures & Algorithms, Computer Systems, JavaScript, Data and Information Visualization, Advanced Computer Graphics, Interactive Computer Graphics, Mathematical Foundations of Computer Science, Game Design

Experience

The New York Times | New York, NY   June 2018 - August 2018
Graphics Intern (VR/AR) - Immersive Platforms Team, Graphics Desk
- Researched and scripted a 3D visual of a particle explosion in Maya using JSON data for an upcoming science article
- Prototyped 3D models and photogrammetry assets on iOS using Maya, SceneKit, ARKit, and Sketchfab to visualize AR moments
- Performed R&D on the Microsoft Hololens to explore future mixed reality capabilities with volumetric video in immersive articles
- Received credits in the development of two high-profile articles including "How We Created a Virtual Crime Scene to Investigate Syria's Chemical Attack" and "Step Inside the Thai Cave in Augmented Reality"

The Daily Pennsylvanian | Philadelphia, PA   August 2017 - Present
Interactive Web Developer - Projects Department
- Implement front-end and back-end features of special projects pages for Penn's independent student news organization
- Collaborate with the Design Team to build 2D browser games in JavaScript including a Joe Biden infinite runner game (ongoing)

Molex | Lisle, IL   May 2017 - August 2017
Product Management Intern - Power Signal Business Unit
- Independently spearheaded the production of all 2D/3D graphics and marketing assets for the FiT Families, a new line of power connectors, and assembled the components to develop a comprehensive prototype of the kit accompanied by a custom website
- Developed virtual/augmented reality visuals for web and mobile applications to drive the use of emerging technologies in marketing
- Photographed, edited, and tracked over 1,000 products for the global Molex web page saving the company over $90,000 in costs

University of Pennsylvania | Philadelphia, PA   January 2017 - May 2017
CIS 110 Teaching Assistant
- Held office hours for 4 hours per week and graded assignments and exams for the Introduction to Programming in Java course
- Guided students in solving programming problems efficiently and learning basic concepts such as linked lists, recursion, and sorting

Skills

Concepts: Web Development, Object-Oriented/Functional Programming, Game Development, VR/AR Prototyping, Graphic Design
Technologies & Applications: WebGL, OpenGL, Unity 3D, Microsoft Visual Studio, Qt Creator, SceneKit, ARKit, Xcode, Maya, Mudbox, MotionBuilder, Illustrator, Photoshop, After Effects, Premiere Pro, Dreamweaver, KeyShotVR, Sketch, MapBox, ArcGIS
Languages: Java, C++, C#, HTML/CSS, JavaScript, jQuery
Frameworks & Tools: Bootstrap, Three.js, Node.js
Version Control: Git

Projects

Law Offices of Margaret F. Sauser, LLC | Attorney Website   May 2018 - October 2018
- Coded a responsive professional website for Margaret F. Sauser, a real estate attorney in Deerfield, IL using HTML, CSS, and Bootstrap
- Designed all digital/print marketing materials including the logo and business cards to establish and grow the law firm's presence online

Dining Guide (Fall 2017 & Fall 2018 Edition) | 34th Street Magazine   October 2017, September 2018
- Designed and developed the magazine's annual dining guide featuring editors' picks of restaurants around Philadelphia using HTML, CSS, JavaScript, Bootstrap, Mapbox, and the Rellax library

3-D Crossword (Team Project) | The New York Times Maker Week Hackathon   July 2018
- Designed and developed a browser-based crossword game in a 3D environment using HTML, CSS, JavaScript, and Three.js
- User interacts with the crossword by zooming in/out, panning, and rotating it with a touchpad
- Additional features include auto-complete with music, auto-highlight, inline clue rendering, locking the y-axis, and a timer

Kessler Project (Team Project) | Walt Disney Imagineering Finalist   January 2018
- Chosen as one of the top six teams from over 270 teams nationally to compete in the Walt Disney Imaginations Design Competition
- Created a holistic themed experience where visitors can travel to outer space and explore relics of space history and exploration
- Presented to managers and executives for a week at the Walt Disney Imagineering Headquarters in Glendale, CA

Activities

Society of Women Engineers
Technology Director   January 2018 - Present
- Re-design the existing organization web page and coordinate hackathons and technology events with company representatives

Corporate Dinner Committee Co-Director   January 2017 - December 2017
- Coordinated SWE's largest networking event of the year comprised of over 150 attendees including students and representatives

*Also a member of: Women in Computer Science, The Daily Pennsylvanian, and Alpha Phi

Hobbies & Interests: long-distance running, U.S. Presidents trivia, baking/decorating cakes, painting