



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: 3.20/4.00

May 2019

Candidate for M.S.E. in Computer Graphics & Game Technology

May 2020

Coursework

Programming Languages & Techniques II, Data Structures & Algorithms, Computer Systems, JavaScript, Data and Information Visualization, Advanced Computer Graphics, Interactive Computer Graphics, Game Design, 3D Modeling, Digital Figure Modeling

Experience

The Daily Pennsylvanian | Philadelphia, PA

August 2017 - Present

Interactive Web Developer

- Design and develop both front-end and back-end features of special projects pages for Penn's student news organization
- Build games and interactive applications as a branch of the Web Development Team, including a Joe Biden game (ongoing)
- Perform research and development on the integration of 3-D/augmented reality visualizations in news articles and graphics

The New York Times | New York, NY

June 2018 - August 2018

VR/AR Intern

- Prototyped 3-D models and photogrammetry assets on iOS using Maya, SceneKit, ARKit, and Sketchfab to visualize AR moments
- Installed and tested volumetric video on the Microsoft Hololens to explore future mixed reality capabilities in immersive articles
- Researched, scripted, and developed a 3-D visual of a particle explosion for an upcoming article on a particle physics lab in Europe

Molex, Inc. | Lisle, IL

May 2017 - August 2017

Product Management Intern

- Spearheaded the production of all 3-D graphics and marketing assets for a new line of power connectors
- 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 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
- Graded weekly homework assignments and exams

Skills

Concepts: Object-Oriented Programming, Functional Programming, Web Development, Game Development, VR/AR Prototyping

Technologies & Applications: WebGL, OpenGL, Unity3D, 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 (*Familiar with:* C, jQuery)

Frameworks & IDE: Bootstrap, Three.js, Node.js

Version Control: Git

Projects

3-D Crossword (Team Project) | The New York Times Maker Week

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 250 teams nationally to compete in the Walt Disney Imaginations Design Competition
- Created a themed-experience where visitors can travel to outer space and explore past relics of space history and exploration
- Presented to managers and executives for a week at the Walt Disney Imagineering Headquarters in Glendale, CA

Law Offices of Margaret F. Sauser, LLC Website | Freelance

January 2018 - May 2018

- Coded a personal web page for Margaret Sauser, a real estate attorney in Deerfield, Illinois, using HTML, CSS, and JavaScript
- Developed the business logo and all marketing collateral to establish and grow the law firm's presence online

Dining Guide (Fall 2018 & 2017 Edition) | 34th Street Magazine

September 2018, October 2017

- 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

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

Women in Computer Science | The Daily Pennsylvanian | Alpha Phi Sorority

Hobbies & Interests: U.S. Presidents trivia, dancing, painting, long-distance running