jessica tang

contact

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skills

Graphic Design

Adobe Photoshop - *Proficient*
Adobe Illustrator - *Proficient*
Adobe Experience Design - *Proficient*
PaintTool SAI - *Proficient*
Wacom Art Tablet

Programming Skills

Python (and Flask) - *Proficient*
Javascript (and Node.js) - *Proficient*
HTML (Pug) and CSS (Sass) - *Proficient*

Languages

English - *Fluent*
German - *Intermediate*
Mandarin - *Intermediate*
Japanese - *Basic*

select coursework

6.006 Algorithms
6.813 User Interface & User Experience
6.042 Mathematics for Computer Science
6.S08 Interconnected Embedded Systems
CMS.300 Videogame Theory
CMS.616 Games and Culture
CMS.614 Network Cultures

select achievements

2018

First Place in 6.148 MIT Web Development Competition
Presented at the British Digital Games Research Association Conference

2016

First Place in State Software Development (Technology Student Association)
First Place in State Website Development (Technology Student Association)
Regional Silver Key Artwork and Gold Key Writing (Scholastic Art and Writing Contest)

2015

First Place in State Video Game Design (Technology Student Association)
Top Ten in State Promotional Graphics (Technology Student Association)

education

Massachusetts Institute of Technology   *2016 - 2020*
Candidate for B.S. in Comparative Media Studies (CMS) and Computer Science (6-3)
Cumulative GPA: 4.7/5

experience

PTC Reality Lab   *June - August 2018*
AR Innovation Research Intern
  - Introduced user interface revisions and gesture controls to augmented reality platforms, such as the lab's bi-directional logic crafting app the Reality Editor
  - Launched various AR experiments and demos presented to the Office of the CTO with the team

MIT Game Lab   *February - May 2018*
Puzzle Development and UI Designer
  - Designed user interface and user experience for a three-hundred person, modular puzzle hunt
  - Playtested and balanced varying puzzles

Krypt.Co   *January 2018*
UI/UX and Front-end Intern
  - Revamped user interface and implemented Krypton Core for teams, including dashboard and data visualizations
  - Designed and developed an interactive visualization of Krypton Core's trustless infrastructure

China Educational Technology Initiative (CETI)   *Summer 2017*
Cultural Ambassador and Instructor
  - Taught game theory, linguistics, and web application design with a team at various universities in China

Pixel Forge   *2014- 2015*
Co-founder and Graphic Designer
  - Executed design of client-specified graphics, authored legal agreements, and managed monetary records

projects & activities

The Summoner   *August 2018*
Created a mafia-like, party game as a web application

Next House Room Management Application   *April 2017 - August 2018*
Developed Flask web application to manage room assignments, run lotteries, and other relevant data over time

Plix   *January 2018*
Devised and implemented a community platform for location-based collaborative pixel art with a partner. Awarded first place in MIT's Web Development competition.

HackMIT   *September 2017- May 2018*
Organized HackMIT 2017 with the marketing team, specifically designing splash page, and marketing assets for event. Also led marketing team in designing Blueprint, a hackathon for local highschoolers

Syncc   *January 2017*
Designed and developed a real-time collaborative coding environment built with Meteor and MongoDB in a team of three in one month