

jessica tang

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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

South Forsyth High School (SFHS)

Graduates with IB Diploma and as an Engineering Pathway Scholar
Cumulative GPA: 4.34/4 (weighted)

experience

PTC Reality Lab June - August 2018
AR Innovation Research Intern

- Developed user interface and gesture controls for augmented reality platforms, including the lab's bi-directional logic crafting app the Reality Editor
- Worked on various AR experiments with the team and developing demos presented to the Office of the CTO

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

- Helped design user interface and implement Krypton Core for teams, including dashboard and data visualizations
- Designed and implemented 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

- Responsible for design of client-specified graphics, writing legal agreements, and 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

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