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EDUCATION

Graduating May 2017

University of California, Berkeley

Bachelor of Arts, Computer Science

GPA 3.66

Selected Courses

- · Computer Graphics
- · Advanced Digital Animation
- · 3D Modeling

- · Sound and Music Computing
- Artificial Intelligence
- · Algorithms

- · Machine Structures
- · Data Structures

EXPERIENCE

May 2016 Aug. 2016

Software Engineering Intern

Penrose Studios

San Francisco, CA

- Designed and released an internal Unreal Engine plugin to enable real-time drawing in virtual reality (based in C++, extended with Blueprints)
- Routinely collaborated with the story, art, and animation teams to test and refine the tool's features
- · Along with basic editor functionality (undo/redo, copy/paste, color selection, etc.), also added ability to import/export drawn geometry, transform geometry, and create storyboards
- Improved runtime of procedural mesh generation by ~2x, resulting in framerate being stably over 65FPS

Jan. 2015 May 2016

Computer Science Course Tutor

University of California, Berkeley

Berkeley, CA

- · Ran weekly tutoring sessions with individual students to review data structure concepts
- · Identified bugs in homework and project solutions and provided guidance as appropriate

PROJECTS

Pathtracer C++, OpenGL

- · Built a program to render realistically illuminated scenes with physically based materials while incorporating virtual camera lens distortion
- · Accelerated render time by up to 4x with optimized bounding box algorithms and OpenMP

Geometry **Processor** C++, OpenGL

- · Implemented algorithms to generate curved surfaces, manipulate mesh edges, and subdivde geometry
- · Wrote GLSL shaders that reflect light, map textures, and simulate water ripples

Cloud Painter Javascript, WebGL

- · Created a web application to interactively place clouds and render the scene in real-time
- Wrote a volumetric shader for the clouds that accounts for parameters like sunlight intensity, humidity, and cloud shape

Shape From Stereo Map

- · Refactored an image processor that compares features in stereo images to compute depth
- · Used OpenMP and SSE instrinsics to achieve 15x speedup on calculations

SKILLS

Programming Lanauaaes & APIs C++Python 0 Java OpenGL

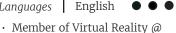
Misc.

Autodesk Maya Adobe Photoshop Adobe Illustrator Unreal Engine Git Unix



Spoken Korean Languages English

Berkeley



· Authorized to work in the U.S.

Web

HTML CSS

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