

Kimberley Wu

San Francisco, CA

✉ kimberleycwu@yahoo.com [in LinkedIn](#) [globe Portfolio](#)

Experience

Web Design Teaching Assistant

June – July 2025

Mission Bit

San Francisco, CA

- Assisted in-person instruction 3 days a week for Intro to Web Design, helping students learn HTML, CSS, JavaScript, and Figma prototyping.
- Built an inclusive classroom culture and supported student collaboration and project completion for end-of-semester capstone.
- Met weekly with instructional staff to track progress, adjust pacing, and communicate updates to families and program team.

Computer Graphics Course Grader/Tutor

January – June 2025

Baskin Engineering, UC Santa Cruz

Santa Cruz, CA

- Led weekly office hours and lab sessions, guiding students with debugging and **resolving 5+ support tickets per week**.
- Delivered detailed **feedback on 100+ student projects**, reinforcing core 3D math and computer graphics programming concepts.
- Collaborated with course instructor and tutors to refine WebGL, Three.js, and Blender labs and assignments.

Undergraduate Researcher

September 2024 – March 2025

INSPECT, GUI Lab at UC Santa Cruz

Santa Cruz, CA

- Developed interactive sequence graph networks to **visualize 100000+ nodes of player activity data** in MMORPGs.
- Collaborated with the project author to customize graphs/charts and optimize data processing with Plotly and Dash Bootstrap Components for large data sets.
- Participated in biweekly code reviews to enhance code efficiency, readability, and documentation.

Skills

Media & Design: Unreal Engine, Unity, Blender, Adobe Suite, Figma

Programming & Scripting: Python, JavaScript, C# (Unity), HTML/CSS, SQL

Other Tools: GitHub, Linux (development environments, CLI tools), LaTeX

Projects

'Wicked: That's My Line' Re-Creation | Unreal Engine, Blender

- Recreated a commercial from scratch, handling project planning (shot lists, outlines), asset creation, and animation to produce a fully realized real-time sequence.
- Modeled, rigged, textured, and animated characters and assets in Blender.
- Integrated assets and character rigs into Unreal Engine for layout, blocking, and real-time rendering.

towAR: Tower Defense | Unity

- Prototyped an augmented reality tower defense experience with Vuforia, leveraging image tracking to anchor interactive 3D content in physical space.
- Implemented real-time mechanics for troop deployment, tower health, and allegiance changes via marker rotation and positioning.
- Tested interactive AR scenarios to validate game logic, path recalculation, and UI responsiveness.

Education

Visualization M.S.

June 2027

Texas A&M University

College Station, TX

- **Relevant Coursework:** 3D Modeling & Animation, AR Applications

Computer Science B.A.

June 2025

University of California, Santa Cruz

Santa Cruz, CA

- **Relevant Coursework:** Data Structures & Algorithms, Computer Graphics, Technical Writing
- **Extracurriculars:** Slug Gaming, Game Design & Art Collaboration Club, Film Production Coalition