

# Alyssa Lee

[lassyla.me](http://lassyla.me) · [alyssal@andrew.cmu.edu](mailto:alyssal@andrew.cmu.edu) · 703-919-4910

## SKILLS

- Creative Coding
- Digital painting
- Animation
- 3D modeling/scripting
- Front-end Web Development

## TOOLS

- Adobe Photoshop
- Processing/p5.js
- three.js/GLSL
- HTML/CSS/Javascript
- Python, Java, C
- Unity
- Blender/Maya

## COURSES

- Interactive Art (current)
- Principles of Imperative Computation (TA)
- Interactivity and Computation
- Electronic Media Studio: Moving Image
- Functional Programming
- Introduction to Computer Systems

## EDUCATION

- 2017-2021** Carnegie Mellon University [Pittsburgh, PA](#)  
3.88 QPA  
Undergraduate studying Computer Science and Art
- 2013-2017** Thomas Jefferson HS [Alexandria, VA](#)  
4.3 GPA  
Computer Systems Senior Research

## WORK EXPERIENCE

- Fall 2018** Carnegie Mellon SCS [Pittsburgh, PA](#)  
Teaching Assistant--Held office hours and taught weekly labs for Principles of Imperative Computation.
- Summer 2018** MITRE [McLean, VA](#)  
Software Engineering Intern--Created a web application using React, Flask, OpenCV, and Tensorflow to identify building outlines when provided with satellite imagery.

## PROJECTS

- 2016-2018** [lassyla.me](http://lassyla.me) [react](#)  
An ongoing personal website project for practicing web development and design skills.
- 2018** Planet Painter [three.js](#) · [GLSL](#)  
3D application that allows the user to plant flowers with the mouse. Flowers are created and bloom procedurally using polar equations.
- 2018** Huevember [maya](#) · [python](#) · [photoshop](#)  
Six monochromatic illustrations that combine 2D and 3D made with maya modeling, python scripting, and painting on photoshop.