

Alyssa H. Lee

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SKILLS

- Creative Coding
- Digital painting
- 3D modeling
- Animation

TOOLS

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

COURSES

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

EDUCATION

- [2017-2021](#) Carnegie Mellon University [Pittsburgh, PA](#)
Bachelor of Computer Science and Art, 3.88 GPA
- [2013-2017](#) Thomas Jefferson HS [Alexandria, VA](#)
4.3 GPA

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 [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 bloom procedurally using polar equations.
- [2018](#) Huevember [maya](#) · [python](#) · [photoshop](#)
Six colorful illustrations that combine 2D and 3D. Made with modeling, scripting, and digital painting.