Alyssa H. Lee

lassyla.me · alyssal@andrew.cmu.edu · 703-919-4910

SKILLS

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

TOOLS

- three.js/GLSL
- Adobe Photoshop
- Processing/p5.js
- Unity
- Blender/Maya
- 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 Maya modeling, scripting, and digital painting in Photoshop.