

# Alyssa Lee

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## SKILLS

- Maya
- Houdini
- Blender
- THREE.js
- Python/Java/C/C++
- HTML/CSS/Javascript
- Unix
- Android
- Photoshop
- Unity (C#)

## COURSES

- Animation Art and Technology
- Introduction to 3D Animation
- Computer Graphics
- Real Time Animation
- Animation Studio
- Principles of Software System Construction
- Principles of Imperative Computation (TA)
- Interactivity and Computation
- Electronic Media Studio: Moving Image

## OTHER

- Alpha Phi Omega National Service Fraternity

## EDUCATION

2017-2021 Carnegie Mellon University [Pittsburgh, PA](#)  
3.85 GPA  
Undergraduate studying Computer Science and Art.  
Minor in Animation and Special Effects.

## EXPERIENCE

Summer 2019 Pixar Undergraduate Program  
[Emeryville, CA](#)  
Learned about the Pixar Pipeline and Technical Director roles: modeling, rigging, shading, layout, set dressing, lighting, and FX. Worked on individual FX project and a group short film.

Fall 2018 Carnegie Mellon SCS [Pittsburgh, PA](#)  
Teaching Assistant--Assisted students during office hours and taught weekly labs for Principles of Imperative Computation (15-122).

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

2019-2020 simulations [houdini](#) · [maya](#) · [blender](#)  
A series of short simulation studies I made to familiarize myself with Houdini and learn about FX.

2016-2020 [lassyla.me](http://lassyla.me) [solo project](#) · [react](#)  
An ongoing personal website project for practicing web development and design skills.

2019-2020 @good\_egg\_bot [three.js](#) · [node](#)  
A bot that creates 3D images in response to tweets requesting eggs. Follow @good\_egg\_bot on Twitter!