LOUISE LEHMAN

llehman.bol.ucla.edu
www.linkedin.com/pub/louise-lehman/65/597/631

10967 ROEBLING AVENUE #2   (408) 627 - 1609
LOS ANGELES, CA, 90024   LUHLAHLEHMAN@GMAIL.COM

WORK EXPERIENCE

NATIVE FOODS
Front of House   *June 2013 – November 2013*
- Experience as Ringer, taking orders and suggestive selling, and Runner, delivering food and cleaning tables.

SOCIAL SCIENCES COMPUTING, UCLA
Student Programmer   *June 2013 - September 2013*
- Worked on adding features and fixing bugs on https://ccle.ucla.edu/, a website for classes at UCLA used by instructors and students.

UCLA MARINA AQUATIC CENTER
Dockmaster   *August 2012 - September 2012*
- Acquainted renters with the facility and assisted them with setting up and using the equipment. Also supervised renters who were out on the water.

Youth Instructor   *June 2012 - August 2012*
- Supervised and taught children from elementary to high school age how to sail, windsurf, kayak, and paddleboard.

PIEDMONT HILLS HIGH SCHOOL
After School Tutor   *September 2009 - June 2010*
- Would tutor in any subject area at any high school level, though most frequently in math or physics.

Kitchen Staff   *October 2007 - June 2009*
- Prepared meals for brunch and lunch for all the students and handled purchases.

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES
B.S. in Computer Science, expected June 2014
- Film and Television Dept. - Advanced Computer Animation (Maya)
- Theater Dept. - Art and Process of Entertainment Design
- Design Media Arts Dept. - Network Media (website design, HTML, CSS)
- Design Media Arts Dept. - Visualizing Data (Processing)
- Computer Science Dept. - Game Programming (Construct2, TouchDevelop)
- Computer Science Dept. - Introduction to Computer Graphics (C++, OpenGL)

- Computer Science Dept. - Introduction to Computer Graphics: Three-Dimensional Photography and Rendering (Matlab)
- Computer Science Dept. - Computer Animation (C++, OpenGL)
- Computer Science Dept. - Programming Languages (Java, OCaml, Prolog)
- Computer Science Dept. - CS 31, 32: Introduction to Computer Science I, II
- Information Studies Dept. - Internet and Society
- Engineering Dept. - Introduction to Technology Management and Economics for Engineers
- Engineering Dept. - Engineering and Society (Engineering Ethics)
- *(for more complete list, visit my website, llehman.bol.ucla.edu)*

SKILLS

- Java
- OCaml
- Prolog
- C/C++
- OpenGL
- Microsoft Visual Studio 2010
- Experience using Linux, Windows, Ubuntu
- HTML
- CSS
- Processing (programming language for artists, good with data visualization)
- Construct2
- Matlab
- TouchDevelop
- Maya – 3D Modeling, 3D Animation, Camera Movement, Lighting
- LISP

ADDITIONAL ACTIVITIES
- UCLA Sailing Team member, Varsity Crew, *Fall 2010 - Present*
- UCLA Sailing Team Treasurer, *Fall 2013 - Present*