LOUISE LEHMAN

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SKILLS

- C/C++
- OCaml
- Prolog
- OpenGL
- Microsoft Visual Studio 2010
- Experience using Linux, Windows 7, Windows 8, Ubuntu, Mac OS
- HTML
- CSS
- JavaScript (not extensively)
- Java (not extensively)
- Processing (programming language for artists, good with data visualization)
- Construct2
- Matlab
- TouchDevelop
- Maya
  - 3D Modeling
  - 3D Animation
  - 3D Camera Movement
  - 3D Lighting
- LISP

WORK EXPERIENCE

YAMATO RESTAURANT
Hostess   *July 2014 – August 2014*
- Seat customers fairly for servers, take and package to-go orders, clean, open, close.

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, completed 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 (C++)
- Engineering Dept. - Introduction to Technology Management and Economics for Engineers
- *(for a more complete list, visit my website, llehman.bol.ucla.edu)*

ADDITIONAL ACTIVITIES
- UCLA Sailing Team member, Varsity/JV Crew/Skipper, *Fall 2010 – Spring 2014*
- UCLA Sailing Team Co-Treasurer, *Fall 2013 – Spring 2014*