Linda Ting

software / graphics / design

linda-ting.github.io
lstting@seas.upenn.edu
(732) 285 – 5926

objective

to apply human-centered thinking and creative problem solving in technical disciplines

seeking opportunities in graphics engineering & software engineering

education

University of Pennsylvania
BSE, Digital Media Design
Aug 2018 – exp. May 2022

relevant coursework
Physics Based Simulation
Computer Vision
Advanced Rendering
Interactive Computer Graphics
Intro. to Computer Systems
Intro. to Algorithms
Data Structures & Algorithms
Math. Foundations of CS
3D Comp. Modeling & Sculpt.

activities & societies
Penn Labs
PennApps Organizing Team
The Daily Pennsylvanian
The Record Yearbook
Penn Student Agencies

skills

technical
C++, Python, MATLAB, Git, Java, C, OpenGL, Unity, Unreal Engine 4, OCaml, HTML/CSS, Processing, p5.js,

creative
Adobe Suite (Photoshop, Illustrator, InDesign), Sketch, Figma, Autodesk (Maya, Inventor)

experience

Amazon Robotics — Boston, MA
Software Development Engineer Intern — May 2021 – Aug 2021

Sung Robotics (GRASP) Lab — Philadelphia, PA
Student Researcher — Jan 2019 – Present

- build simulation engine for modular truss robot by applying concepts in rigid body dynamics, kinematics, and 3D collision detection
- plan and implement underlying class structure for scalability and reusability
- design and engineer user interface for easy manipulation of truss components to identify optimal actuation pattern(s)
- awarded funding through Google exploreCSR (Computer Science Research)

Penn Labs — Philadelphia, PA
UI/UX Designer — Sep 2019 – Present

- act as primary designer for Penn Mobile Portal, a web application to manage marketing campaigns shown to 4.8k+ monthly users of Penn Mobile
- design dashboards for moderator(s) and end users to approve and draft marketing campaigns, respectively
- conduct user research on and iterate designs for a complex filter system used to specify a campaign's target audience

Penn Student Design — Philadelphia, PA
Web Developer & Graphic Designer — Aug 2019 – Aug 2020

- design and develop client-facing websites for local Philadelphia businesses, including firstServices and Singula Institute
- create custom graphic assets for updated and consistent brand identity

projects

Material Point Method C++ — Dec 2020

- simulation engine utilizing the Material Point Method (MPM) to numerically simulate the behavior of continuum materials
- *features:* user-input meshes & material properties, full MPM simulation pipeline

Path Tracer C++ — Feb 2020 – Apr 2020

- rendering engine utilizing the Monte Carlo integration method to render custom 3D geometry and materials with global illumination
- *features:* photon mapping, multiple importance sampling, depth of field (thin lens camera), etc.

Mini Minecraft C++, OpenGL — Nov 2019 – Dec 2019

- miniature version of the popular first-person computer game, Minecraft
- *features:* player physics, game engine principles, procedurally generated non-player characters