



# Linda Ting

software / graphics / design

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## objective

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

seeking opportunities in UI/UX engineering, computer graphics, and research & development

## education

### University of Pennsylvania

BSE, Digital Media Design

Aug 2018 – exp. May 2022

### relevant coursework

Interactive Computer Graphics  
Advanced Rendering  
3D Comp. Modeling & Sculpt.  
Data Structures & Algorithms  
Math. Foundations of CS  
Intro. to Computer Systems

### activities & societies

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

## skills

### technical

C++, Python, MATLAB,  
Java, Git, OpenGL, Qt, C,  
HTML/CSS, Processing, p5.js,  
OCaml

### creative

Adobe Suite (Photoshop,  
Illustrator, InDesign),  
Sketch, Figma,  
Autodesk (Maya, Inventor),  
Rhino 3D

## experience

### Sung Robotics Lab

Student Researcher

Philadelphia, PA  
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 patterns
- awarded funding through Google exploreCSR (Computer Science Research)

### Penn Labs

UI/UX Designer

Philadelphia, PA  
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

Web Developer & Graphic Designer

Philadelphia, PA  
Sep 2019 – Present

- 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

### Path Tracer C++

Feb 2020 – Apr 2020

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

### 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

### Mini Maya C++, OpenGL

Oct 2019 – Nov 2019

- miniature version of the 3D modeling software Autodesk Maya
- *features*: half-edge data structure, extrusion functionality, mesh skinning & rigging, .obj and .json import support