



Linda Ting

software / graphics / design

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objective

to apply human-centered and creative thinking 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 & Sculpture
Data Structures & Algorithms
Math. Foundations of CS
Intro. to Computer Systems

activities & societies

Penn Labs
The Daily Pennsylvanian
PennApps Organizing Team
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, Rhino 3D,
Autodesk (Maya, Inventor)

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

- contributing to Penn Clubs (database of 670+ on-campus organizations) and Penn Mobile (mobile application with 4.8k+ monthly users) Portal
- conduct user research on and iterate designs for a complex filter system
- design dashboards for moderator(s) and end users to approve and draft marketing campaigns, respectively

Penn Student Design

Web Developer & Graphic Designer

Philadelphia, PA
Sep 2019 – Present

- design and develop client-facing websites for local Philadelphia businesses
- create custom graphic assets for refreshed and consistent branding

projects

Path Tracer C++

Feb 2020 – Apr 2020

- rendering engine utilizing the Monte Carlo integration method to render custom 3D scenes with global illumination
- *key 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
- *key 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
- *key features*: half-edge data structure, extrusion functionality, mesh skinning & rigging, .obj and .json import support