



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.

Intro. to Algorithms

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 pattern(s)
- 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 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

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 and rigging, .obj and .json import support