Yaqing (Lisa) Xu

Software Engineer

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Skills

Frontend web application development:

- Created a frame-by-frame animation drawing app using AngularJS on Google Cloud Platform that exports to PNG, and built the backend in Java.
- Developed the drag-and drop component modeller for a docker-compose visualization app, also using AngularJS.
- Coded in-house JS/CSS/Angular component library
- Built graph visualization components in D3.js and Google Polymer for a resource management app.

Graphical programming:

- See above: coded a multi-layer drawing app with frame animation capabilities.
- Completed coursework in implementing details of 3D Graphics research papers such as drawing in 2D space on 3D objects.

Art and Graphic Design:

- Designed and created assets for educational mobile software.
- Painted various digital paintings using Adobe Photoshop, either for commission or personal use.
- Created the UI design, logo, and web assets for aforementioned frame animation app.

Languages:

- Fluent in Chinese and English.

Work Experience:

Associate Software Engineer - CA Technologies *July 2016 - present*

Senior Research Aid (Intern) - CA Technologies *June 2015 - June 2016*

Graphic Artist - Eduware *October 2014 - February 2015*

Projects

Animated Poseur:

- Web-based drawing app with a focus on frame-based animation.
- Google App Engine project developed under Lecturer Richard McKenna of Stony Brook University. Coded everything including front end and server, and created all graphics. Uses AngularJS framework for UI and Java for backend. Currently a work in progress.
- http://animated-poseur.appspot.com/

Bunny Maze Game:

- Two-person team project game using Unity 3d. Coded maze regeneration, UI display, and rabbit movement controllers. Modeled and animated key components of the game.

Research paper implementations:

- Overcoat-an Implicit Canvas for 3D Painting: http://zurich.disneyresearch.com/OverCoat/
- Texture-consistent Shadow Removal: http://web.cecs.pdx.edu/~fliu/papers/eccv08.pdf

Education

Stony Brook University, Stony Brook, NY

- Bachelor of Science in Computer Science and Applied Math May 2015
- Master of Science in Computer Science, Accelerated BS/MS program May 2016