Lucy Zhu

With a focus on artificial intelligence and computer graphics, I am interested in the intersection of technology and design such as XR with my skills consisting of writing software and designing graphics. I have working experience with virtual reality and deep neural networks.

Contact

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Education

Stanford University 2017-21
BS in Computer Science
GPA: 3.688

Relevant Coursework:

- CS148 - Computer Graphics and Imaging
- CS248 - Interactive Computer Graphics
- CS348 - Computer Graphics: Image Synthesis Techniques
- CS103 - Mathematical Foundations of Computing
- CS109 - Probability for Computer Scientists
- CS106B - Programming Abstractions
- CS107 - Computer Organization and Systems

Skills

CS: Python, Java, C++, C
Design: Unity, Unreal, Unreal, Maya, 3DS Max, Adobe Photoshop, Premiere Pro, Indesign

Public Service

Media Team – Students for a Sustainable Stanford *(Sept 2018 – June 2019)*

- promoted events hosted by organization via social media
- maintained the website

Financial Officer Intern – Girls Teaching Girls to Code *(Sept 2017 – June 2018)*

- contacted tech companies for sponsorship
- mentored in coding workshops hosted to encourage interest in STEM fields in high school girls

Public Relations Co-Chair – Stanford Vietnamese Student Association *(Sept 2017 – June 2019)*

- maintained the website, notifications of upcoming events
- designed flyers, Facebook covers, and merchandise

Work Experience

Research Intern – Stanford Science Vision/AI Department *(Summer 2019)*

- worked under Prof. Leonidas J Guibas to research about application of deep learning towards analyzing 3D models
- wrote and trained a neural network in Python to answer questions about 3D point cloud models

Programmer – Virtual Human Interaction Lab *(Sept 2018 – June 2019)*

- cooperated in a team of 3 students to work on 1000 Cuts, a virtual reality simulation about racial discrimination
- utilized Unity, Vizard, and Unreal engines to create the needed functionality for simulations
- wrote C++ and C# scripts to implement interactivity within simulations including avatar movement and object manipulation

Student Image Developer – Stanford University *(June 2018 – Dec 2018)*

- maintained both Mac and Windows OS on machines throughout the campus
- wrote Python scripts to ensure functionality of software
- created bash scripts to generate and push mass image updates as well as shortcuts to speed up workflow

Freelance Artist/Illustrator *(2013 – present)*

- set a timetable of art commission arranged on Tumblr, Twitter, and Instagram
- exercised effective communication to achieve customer satisfaction

Illustrator – Pediatric Orthopedic Project, Inc. *(Aug 2016 – Apr 2017)*

- collaborated with a nonprofit organization providing free orthopedic surgeries for impoverished children global-wide
- designed illustrations for a children's book "Ten Bears" for Dr. Mady Stazzone, president of the Pediatric Orthopedic Project to promote and fund the foundation

Projects

1000 Cuts *(Sept 2018 – June 2019)*

- project completed as part of my paid part-time job at Virtual Reality Human Interaction Lab
- collaborated to migrate the game to the Unreal engine
- implemented the video functionality/logic on Unreal and editing on Adobe Premiere Pro
- utilized 3DS Max for modeling and UV wrapping along with lighting

Computer Graphics and Imaging – 3 projects for Computer Graphics classes

- used OpenGL, pbrt, and raytracing to create a computer-generated image
- programmed in C++ using Visual Studio

Graphic Novel Project *(Sept 2018 – April 2019)*

- collaborated to write and publish the graphic novel, *Flying Kites,* about the 2013 California Prison Hunger Strike
- designed the protagonist of the novel and delivered pitches for the plot
- planned and drew the storyboards for scenes in the book

1972 XA - Summer Science Program *(Summer 2016)*

- selective five-week research program hosted at New Mexico Institute of Technology by MIT and Caltech
- collaborated in a team of three to track and evaluate the 1972 XA's (asteroid) orbit
- utilized a combination of Python, physics, and calculus skills to analyze potential orbit paths