

# Michelle Lim

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## SKILLS

**Web Languages:** HTML5, CSS3, Sass, JavaScript, AngularJS, PHP, D3, jQuery

**OOP:** C/C++, Java, Python

**Computer Graphics:** OpenGL, OpenCV, MATLAB, Maya, Unity

**Operating Systems:** Windows, Linux, OSX

**Design Software:** Adobe Photoshop CC, Adobe Illustrator CC

## SUMMARY

I am a capable Front-End Engineer with an eye for design. I live for beautiful code, exciting projects, clean design, and effortless user experiences.

## EDUCATION

### University of California, Irvine

B.S. Computer Science, Specialization in Visual Computing

Dean's Honor List

2012 - 2016

### Course Highlights:

Computer Graphics, Digital Image Processing, Computational Geometry, Computer Vision, Computer Game Development, Artificial Intelligence, Human Computer Interaction, Databases, Modeling & World Building

## EXPERIENCE

### Web Developer

Blanket Marketing Group

January 2017 - Current

- Worked directly with clients to engineer requirements for web projects.
- Utilized HTML, CSS, JavaScript, jQuery, and PHP to build and maintain a variety of web solutions for clients.
- Took flat designs and built live websites and HTML emails.

### Front End Engineer

Experian Consumer Services

January 2016 - July 2016

- Utilized HTML5, CSS3, Sass, JavaScript, AngularJS, and jQuery to fix bugs and build enhancements for the current Experian website.
- Created a pattern library of front-end assets that can be reused throughout proprietary tools for visual consistency.
- Converted PDF designs to code using HTML5, CSS/Sass, and JavaScript.
- Worked with mobile development team to implement Universal Links into existing web platform.
- Participated in agile programming environment, and collaborated with Front-End and Marketing teams using Git and SourceTree.

### Community Assistant

American Campus Communities

May 2015 - June 2016

- Collaborated with team of 23 to plan and run property wide programs on academic success, financial planning, and community engagement.
- Resolved social conflicts between residents and enforced safety rules.

## LEADERSHIP

### Webmaster

Chinese Association at UCI | 2013 - 2014

*Created and maintained website for CAUCI,*

*Planned and hosted weekly and annual events for an audience of over 100 students.*

### Marketing Coordinator

SOAR Center at UCI | 2012 - 2013

*Designed and produced marketing materials, developed a timeline and marketing strategy, delegated tasks to over 20 student volunteers.*

## RESEARCH

### Research Fellow

Summer Undergraduate Research Program

University of California, Irvine  
July 2015 - May 2016

*Surveyed existing non photo-realistic rendering techniques, focusing on approaches within object space.*

### Research Assistant

Interactive Graphics and Visualization Lab

University of California, Irvine  
March 2015 - June 2015

*Assisted in the development of an automatic projector calibration process utilizing OpenCV and C++.*

## PROJECTS

### Eclipse

October 2015 - December 2015

A VR Survival Game for Android.

*Technical Developer*

- Art & Technical Development

- Environment, Enemies, Props

- Unity, JavaScript

- Google Cardboard SDK

### Computer Vision & Augmented Reality

May 2015 - June 2015

Given a left and right image, constructed a 3D model on top of a checkerboard pattern.

- Camera Calibration Toolbox

- Semi-Automatic corner detection

- Triangulation & Re-projection

- STL files imported into MATLAB

## ACTIVITIES

**Wushu Club Sports at UCI** Collegiate Competitor

**CAUCI Martial Arts Team** Performer

**CAUCI Mentorship Program** Academic Mentor

**Video Game Development Club** Multiple Projects