Miranda Chao

Tech + Arts



EDUCATION

Brown University
Expected Graduation: May 2018
Concentration: Computer Science and Visual Arts

RELEVANT COURSEWORK

Fall 2016

Introduction to Computer Graphics 2D Game Engines Spring 2016 Topics in 3D Game Engine Development

Iopics in 3D Game Engine Development Character and Environment Design for 3D Games (RISD)

Fall 2015

Designing, Developing, and Evaluating User Interfaces Foundation Media: Sound and Image

DEVELOPMENT SKILLS

Experienced with:
Java, HTML/CSS, C#, XAML, Python, C++, Git
Familiar with:
C, Javascript, Linux, Unity, Unreal

DESIGN SKILLS

Photoshop Illustrator Indesign Maya ZBrush

INTERESTS

Video Games and Storytelling High interest in digital storytelling, design, and art Avid reader and writer, digital media buff

Passionate digital artist, painter, and illustrator Practice in 2D, 3D, and digital media

EXPERIENCE

Brown Graphics Lab

UI/UX designer and software developer for pen and touch applications at Brown University
Currently working on a digital whiteboard application
Main designer for Touch Art Gallery, used by the
Nobel Foundation in a traveling exhibition

Brown Game Developers

Game design and art development for small indie games developed at Brown University Member of the digital art and art concept team

C+STEAM

Project leader for computer science branch of STEM+Arts organization at Brown and RISD Organizes workshops and talks, hosts projects in subjects related to intersection of art and technology

Women in Computer Science

Coordinator for WiCS at Brown Facilitates discussions, workshops, and events for supporting women and underrepresented minorities in computer science

VISIONS

Webmaster and publicity chair for VISIONS, an Asian-American art and literary publication at Brown and RISD

Hack@Brown

Web development and design for Brown University's annual student-run hackathon, <u>2016.hackatbrown.org</u> HTML/CSS, js, and python coding

Personal Projects

Projects involving the intersection of technology and art, including pieces centered on virtual reality, projection, and self-immersion

miranda_chao@brown.edu (614)264-9268 69 Brown Street, Box 2795, Providence, RI mirandachao.com