MADELEINE YIP

OBJECTIVE

Looking for graphics software engineering intern roles working on studio tools

EDUCATION

Stanford University Computer Science (B.S.), Graphics Art Practice (B.A.) Grad date: Jun 2020 **GPA: 3.8**

SKILLS

Programming Languages









Programming Skills



Object-oriented



M UNIX/Linux

See my work at www.github.com/mjyip8

Other:



Scrum Methodology



Maya Maya

Qt Qt Creator

INTERESTS

Computer Graphics, Animation, Women in STEM, Oil Painting, Running half marathons

WORK EXPERIENCE	
 Microsoft Explore Intern (PM/Software Dev) ▶ Redesigned UX and look of Microsoft's internal website which tracks worldwide transactions real-time ▶ Used Javascript for processing and visualizing data ▶ Created pop-up notifications feature with Javascript & HTML based on user customization and abnormal traffic 	Jun - Sept 2018
PROJECTS	
Simulating Four Legged Animal Walking (in progress) ▶ Implemented Catmull-Rom splines and spring-mass system for animal body in C++ and OpenGL ▶ Inspired by a progress Footprint Parcel Martin Synthesis by	May 2018 -
► Inspired by paper Footprint-Based Motion Synthesis by Torkos (1998)	Now
Shading experiments ▶ Implemented Phong reflectance in C++ and OpenGL ▶ Added environment lighting from environment map ▶ Added normal mapping for surfaces	May 2018
Mesh Editor ▶ Implemented Catmull Clark subdivision, linear subdivision and loop subdivision with C++	May 2018
SVG Rasterizer ► Anti-aliased edges with super-sampling with C++ ► Implemented transforms for zooming capabilities	April 2018
Raytraced image of Terrace at Sunset ► Created depth of field effect with C++ and OpenGL ► Changed shadow rays to travel through glass	Nov - Dec 2018
ORGANIZATIONS	
Stanford Women in Computer Science External Events Chair Coordinate educational events about interdisciplinary careers in Computer Science	2017 - 2019

Organized and conducted speaker & attendee outreach

for Spring Distinguished Speakers series, attended by

over 100 undergrads