PERRY ELIZABETH WONG COSTA

DEVELOPER, WEB & GRAPHIC DESIGNER



Professional experience

Information Systems Intern Lucasfilm, Industrial Light & Magic

Developed robust department databases and software programs for clients alongside team. Also assisted with working on front end and iOS development amongst various platforms.

January 2012 - February 2015 Girls Who Code: Undergraduate Faculty Member

Assisted in organizing and leading local events for community members as well as teaching various coding workshops for girls.

April 2014 - January 2016 John Newland Gallery of Fine Arts

Was put in charge of design team and managaed assembling and disassembling interactive media-based exhibits for gallery.

February 2013-January 2016 Newton's Software: Lead Developer

Handled light computer hardware management, basic backend, and was in charge of front end web development team that worked project-to-project.

August 2012-March 2016 Girl Code Academy/Daughters of Paradise: Founder

Founded original and helped co-found sister companies, teaching workshops and handling marketing initiatives.

August 2011-Current

Marin Unified/Davis Joint School District: Math & Science Tutor

Tutored and taught K-8th science and math classes for students. Began substitute and assistant teaching math for Pioneer Elementary school (2016).



Education

2013-2014 Oxbow School of the Arts

Intensive program specializing in departmental learning under chosen graphic design medium.

2014-2015 SF School Of Media Studies

Understudy with professor focusing on web development skills as well as tutoring fellow students in programming techniques.

2014-2018

University Of California, Davis

Bachelors degree in Computer Science and Design with an emphasis on Immersive Interactive Media Environments and Human Computer Interaction Studies

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Capabilities

Programming Skills

HTML 5/CSS3

Python

C/C++/C# Objective C

Access, SQL server, MySQL, Oracle

Javascript

React Native ReactJS

Design

Adobe Suite (Illustrator, Photoshop, InDesign,

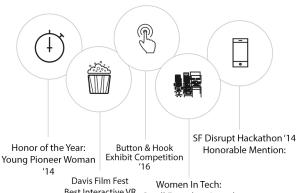
Blender, SketchUP, Solidworks AutoCAD

Maya/3DS Max • • • •

Languages

English Portuguese Russian





Best Interactive VR Storytelling '15

Small Founders Award