

QUASAR WEI

FULL STACK ENGINEER
ENVIRONMENT ARTIST

LINKS

Dev Portfolio quasarwei.io
Vis Portfolio quasarwei.com
LinkedIn [/in/quasarwei](https://in/quasarwei)
GitHub [/quasarwei](https://github.com/quasarwei)

BRIEF

I'm a software engineer and 3D environment artist with strong technical and design skills. My experience with CG and audio production has helped with picking up web technologies like WebGL, GLSL, and web audio. Excellent communication skills, receptive to feedback, and gives constructive criticism.

DEV SKILLS

Front-end	React, Enzyme, jQuery, HTML5, CSS3, SCSS, BEM, jest
Back-end	Node, Express, PostgreSQL, Mocha, Chai
Dev tools	Git, GitHub, NPM, Chrome Dev Tools, DBaiver, Vim, WSL, VSCode
Languages	JavaScript ES6, C++, Python, Java, GLSL

DESIGN SOFTWARE

3D	Maya, ZBrush, 3DS Max, Blender
Texturing	Substance Designer/ Painter, Photoshop, Illustrator
Engines	CryEngine, Unreal Engine 4, Unity, VVVise
Other	World Machine, Agisoft Photoscan, Ableton Live, After Effects

Los Angeles, CA

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EXPERIENCE

Aug 2019 - Dec 2019

Full Stack Web
Development
Program
THINKFUL

PROJECTS

ToneLab

- » A web application utilizing tone.js
- » Implemented a GUI for users to view and edit short musical sequences

Morse Code

- » Website that uses spaced repetition to help users learn Morse Code
- » Responsible for design
- » Developed framework on front-end to store and save a user's learning progress
- » Assisted with implementing the spaced-repetition algorithm on the back-end utilizing a linked list

Groop

- » Worked with a team to create an online task manager for groups/organizations
- » Implemented an opt-out email notification system, automated scoring system for when a user completes a task, collaborated with design lead to build API endpoints
- » QA front-end responsibilities included ensuring proper handling of API calls and errors, visual feedback, and defensive coding practices
- » Contributed and provided feedback on the visual design and layout on mobile and desktop

EDUCATION

Sept 2015 - May 2018

California Institute
of the Arts

MFA - EXPERIMENTAL ANIMATION

Thesis

- » Digital interactive experience created in CryEngine
- » Responsible for overall design, creation of all assets and music

BFA - KINETIC IMAGING

Aug 2011 - May 2015

Virginia
Commonwealth
University

CERTIFICATES

Jul 2019

UCSC Silicon Valley
Extension

COMPUTER PROGRAMMING

Frequency Modulation Synthesizer

- » An FM synthesizer created using the JUCE audio framework for C++