QUASAR WEI

FULL STACK DEVELOPER
ENVIRONMENT ARTIST

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LINKS

Dev Portfolio quasarwei.io
Vis Portfolio quasarwei.com
LinkedIn .com/in/quasarwei
GitHub .com/quasarwei

BRIEF

I'm a developer with a background in animation and 3D computer graphics. My experience with CG and audio production has helped with picking up web technologies like WebGL, GLSL, and web audio.

DEV SKILLS

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

DESIGN SOFTWARE

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

EXPERIENCE

Aug 2019 - Dec 2019

Full Stack Web Development Program
THINKFUL

PROJECTS

ToneLab
- » Solo project utilizing tone.js
- » Implemented a GUI for users to view and edit short musical sequences

Morse Code
- » Paired project to create a web app 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 group 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

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

Aug 2011 - May 2015

Virginia Commonwealth University

BFA - KINETIC IMAGING

CERTIFICATES

Jul 2019

UCSC Silicon Valley Extension

COMPUTER PROGRAMMING

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