

EDUCATION

University of Pennsylvania expected May 2018

School of Engineering and Applied Sciences

Bachelor of Science in Engineering, Digital Media Design

Relevant Coursework: Data Structures and Algorithms, Introduction to Computer Graphics Techniques, Software Engineering, Programming Languages and Techniques I, Discrete Mathematics, Applications of Scientific Computation, 3D Modeling

EXPERIENCE

The Wharton School – University of Pennsylvania, *Teaching Assistant* Gamification for Business (LGST 240)

January 2015 – Present

- Assist in class simulations that demonstrate effective game design techniques
- Update the course website with relevant assignments and posts

GenHERation, Female Empowerment Network, Philadelphia, PA, Intern

October 2014 - Present

- Highlight human interest pieces that feature inspirational stories of girls and women from across the country
- Wrote weekly articles for the Tech Talk column on emerging trends in technology

Trove News (Washington Post Social Reader), Washington D.C., Front End Developer Intern

May – August 2015

- Used Pyramid Web Framework and Backbone.js to build out user interface of single page news discovery web application
- Implemented the Karma testing framework using Jasmine and Sinon for Javascript unit testing
- Worked with the Product and Backend teams to create a prototype for a newsletter feature

First Bytes Computer Science Camp at the University of Texas at Austin, Assistant

June – July 2014

- Guided company representatives in holding over 15 workshops exposing 75 campers to technology and programming
- Assisted in teaching C++ to campers

LEADERSHIP AND COMMUNITY OUTREACH

Daily Pennsylvanian Innovation Lab, Internal Consulting Board Member since 2016

- Receive a portion of the \$100,000 budget and institutional support to develop and execute innovation projects to bring the newspaper closer to its readers and generate new revenue streams
- Streamline and optimize the newspaper's internal organization while gaining experience in management consulting

Class Board 2018, Engineering Class Chair & Webmaster since 2014

- Build and maintain the official Penn 18 website to keep the class updated on future events
- Successfully hosted 5000-person post-football game concerts, study breaks, and community service events

Smart Woman Securities, Investment Board Member since 2015

 Review investment recommendations received by student-led Research Teams, discuss stock pitches, and help make decisions for the SWS Penn chapter's Investment Fund

Women in Computer Science, Mentoring Committee Board Member since 2016

PROJECTS

Mini Minecraft 2016 – C++, OpenGL, GLSL

• Class project implementing many computer graphics principles: procedural graphics (perlin noise function and L-systems), raymarching, octree acceleration, animation, texture mapping

PennChats PennApps Hackathon 2016 – HTML, CSS, Javascript, Bootstrap

- Designed and implemented an exclusive, online chatting service for Penn students to interact with classmates during class **Embedded Media** (Second Place Award) Trove News Company Hackathon 2015 **Coffeescript, Python**
- Worked with the Backend team to integrate NPR podcasts and YouTube videos into the web interface

Map the Change (Second Place Award) Hack the Change Hackathon 2014 - HTML, CSS, Bootstrap

Developed a web application to assist Peace Corps volunteers in keeping track of their contributions to OpenStreetMap

TECHNICAL SKILLS

- Proficient: Java, C++, HTML, CSS and Adobe Photoshop
- Familiar: C, Python, Javascript, Coffeescript, Bootstrap, MATLAB, Autodesk Maya and Adobe Illustrator