Raymond Feng

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science, Philadelphia, PA *May 2026*
Candidate for Bachelor of Science in Engineering
Major: Digital Media Design
Relevant Coursework : Programming Languages and Techniques; Mathematical Foundations of Computer Science; Data Structures and Algorithms; Calculus II; Computational Linear Algebra; Introduction to Computer Graphics; Introduction to 3D Modeling

SKILLS

Programming: Java, OCaml, JavaScript, HTML/CSS, Python, Django, Unity, C#, C++, React, Node.js, MongoDB
Design/Video: Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Clip Studio Paint, Maya, Autodesk Sketchbook, Adobe InDesign, Live2D, Blender
Languages: English, Chinese (conversational)

PROJECTS

3D Rasterizer *September 2023*
· Implemented camera controls, including rotation, translation, and zoom functionality, offering users a seamless and intuitive experience for navigating and examining 3D scenes within a 2D space.
· Utilized advanced rendering techniques, including barycentric interpolation, to accurately calculate and apply colors to polygons as well as implement a diverse set of shading models, including Lambert, Blinn-Phong, and toon shading.

Tasktracker 9000 *September 2023*
· Implemented a robust and responsive user interface using React.js, creating a seamless and visually appealing user experience with mobile responsiveness for a productivity application.
· Leveraged Express.js and MongoDB to create a secure and efficient back-end API with authentication functionality.

WORK EXPERIENCE

DIYCNC | 3D Animator, Warrington, PA *August 2023 – Present*
· Produce dynamic and realistic animations of moving machine parts using Blender, integrating lighting, shading, and rendering settings to enhance the visual impact.
· Design and create intricate models to capture precise mechanical details, effectively translating engineering specifications and design concepts into visually compelling and accurate visualizations.

Children's Hospital of Philadelphia | Game Developer Intern, Philadelphia, PA *May 2023 – Present*
· Develop an inclusive and accessible educational game in Unity specifically tailored for children with Down's syndrome, promoting understanding of assent in research studies.
· Collaborate with a multidisciplinary team of psychologists, special educators, and researchers to ensure the game's content and interface met the unique needs of patients and caretakers.

Engineering Summer Academy at Penn | Residential Teaching Assistant, Philadelphia, PA *July 2023*
· Executed engaging lessons in 3D modeling using Autodesk Maya, introducing 30+ high school students to fundamental concepts and techniques.
· Provided hands-on guidance and personalized assistance to students during individual and group projects.
· Implemented and executed exciting group activities, icebreakers, and outdoor activities using budgeting and planning skills.

LEADERSHIP/EXTRACURRICULARS

UPGRADE | Vice President, Philadelphia, PA *September 2022 – Present*
· Designed and implemented a character for an upcoming gacha game in Unity.
· Collaborate with team of 30+ to create concept art and assets for an upcoming minigame collection.
· Competed in UPGRADE's game jam, making UI, character art, and background assets to create a functional game within a 24-hour period in a team of 4. Won the overall award for most fun game.

Robotics Club | Founder/Co-president, Warrington, PA *September 2021 – May 2022*
· Led a team of programmers and engineers to design, build and construct a robot in approximately 6 weeks.
· Created and printed 3D-printable models of mechanical parts for use in the robot's design.
· Facilitated planning and bi-weekly meetings to prepare for competitions and organized fundraising events.
· Used Java in Android Studio to program an autonomous mode and manual mode for the robot as the lead programmer.