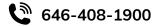
Sophia van Valkenburg

Artist / Software Engineer







Fun Projects

Halloween Haus • A halloween-themed 2D sprite game. Pixel art & coding by me.

Eyeball Forest • A surreal interactive illustration. Artwork & coding by me.

Music Doodles • Experiments in music visualization.

Animations on Vimeo • Various animations I have worked on over the years.

Tools & Software

Javascript • HTML/CSS • Python • Photoshop • Illustrator • After Effects • Animate • Unity

Software Development Experience

CBREBuild • Senior Software Developer • New York, NY • 2017-2020

- o I led feature development for multiple web-based projects at CBRE's real estate tech innovation lab, including an interactive 3D virtual real estate tour & a 2D floor plan design application. Technologies included front end web development, GPU programming, and experimental augmented reality.
- o Delivered tech talks on various subjects to enrich the knowledge of the team
- Junior developer mentor

The New York Times • Software Developer • New York, NY • 2014-2017

- o I architected a data pipeline to convert 160+ years worth (13 million) of archive articles from a legacy format to import into the CMS. See link to article below.
- o I led development on a backend API that served millions of website requests per day.

dMetrics • Software Developer • Brooklyn, NY • 2013-2014

o I expanded the prototype of our client-facing web app into a release-ready product.

Articles & Talks

Building an AR Treasure Hunt

The Future of the Past: Modernizing The New York Times Archive

Intro to AR with Unity and Vuforia • Presented to the Women Who Code NYC chapter

How I Made Halloween Haus Minigame • Presented to the Hack && Tell meetup group

<u>Virtual Fossil Fragmenter</u> • Presented at the AMNH Hack the Deep Hackathon

Education

Illustration • Fashion Institute of Technology • New York, NY • 2020-2021

Animation Bootcamp Certificate • School of Motion • Spring 2020

Computer Science MS & BA • Boston University • Boston, MA • 2009-2013

Honors: College Prize for Excellence in Computing, Summa Cum Laude, Phi Beta Kappa

Mandarin Chinese Language • 10 years of study, including abroad in China for 1 year combined at China Institute, Beijing Language & Culture University, and Fudan University.