

Graduating **December 2015**

## Technical Director Intern – Pixar University

- Designed and prototyped functional web interfaces for departmental teams, centralizing tasks and communication between tech artists and software engineers. Used Illustrator, Photoshop, Atlassian products and HTML5/CSS3.

- Conducted user experience research with tech artists to determine interaction techniques by performing heuristic evaluations and usability tests.

- : Modularized technical operations' workflow and refactored the on boarding curriculum for Pixar's changing pipeline including updates to legacy tutorials (Presto, Houdini, Katana).

January 2013

## Servers and Tools Extern

- Strategically planned, developed monetization strategies, researched competing trends for internal use for the Strategy Team in the Servers and Tools Division of Microsoft.

- : Analyzed Microsoft infrastructure software, developer tools and especially those in the cloud platform: Windows Server and SQL.

January 2012

Software Development Extern

: Job shadowed Software Development Engineers and Quality Assurance Engineers, discussed recent developments and cloud based services for the company's Android devices.

August 2010

## Research Assistant Intern

: Measured sound pressure, sound power, and sound quality for laptops by using an artificial head and a ten-microphone system in the anechoic room.

July 2010

English Teaching Instructor

- Volunteered teaching English to disadvantaged elementary students in rural Taiwan. Created an engaging and interactive curriculum and teaching plan with co-instructors daily.

January 2014 – May 2014

: A mobile application that detects when kitchen-cooking tasks have completed using audio recognition and WEKA machine learning algorithms to train for the proper classification of sounds and provides notification alerts.

January 2013 – May 2013

- : A desktop application that creates a game out of hand washing. Used PyGame, Mingus and Leap Motion SDK.

: The application uses a Leap Motion device to tracks users' hand gestures and provides audio and visual feedback.

January 2012 – May 2012

: A computer animated short film completed as part of the UC Berkeley Undergraduate Graphics Group (UCBUGG).

## Human-Centered Design Wireframing, Mockups, Interaction Design, Usability Testing and Analysis

**Front-End Prototyping** Web (HTML5/CSS3/JS), Android (Java/XML), Balsamiq, Sketch, Omnigraffle

**Languages** Python, Java, JavaScript, Ruby on Rails, SQL, C, Unix

### 3D Software Packages Presto, Houdini, Katana, Maya

Spring 2014 – Present

Spring 2013 – Present

**Design** **CS 160** UI Design & Development; **Art 178** Game Design; **MechE 198** Human-Centered Design

**CS Theory** [CS 61B](#) Data Structures; [CS 70](#) Discrete Mathematics and Probability; [CS 188](#) Artificial Intelligence

**CS Application** CS 161 Computer Security; EE 122 Communication Networks; Music 158 Max/MSP

Computer Animation CS 98 UCBUGG; CS 194-008/CNM 190 Advanced Digital Animation