

Suanna Zhong is a new media artist and computer scientist.

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Education

Carnegie Mellon University

Expected May 2026

Bachelor's of Computer Science and Art,

Minor in Animation and SFX

Relevant Coursework

Computer Systems

Functional Programming

Linear Algebra

Designing Human Centered Software

Theoretical Computer Science

Concepts of Robotics

3D Animation Pipeline

Technical Character Animation

Music Video Production

Recognition

Ovation Film Fest 2024

SCS Dean's List 2022-2023

CMU Hack112 Social Good Award 2022

Work

Freelance Artist

Dec 2019-Present

Clients include Meta/Facebook, Pinterest, and Common Sense Media.

Front-End Web Developer, Lunar Gala

Oct 2024-March 2025

Worked on developing the official site for the 2025 Elysium fashion show, the largest annual fashion event in the state of PA, using Next.js and React to ensure responsive design and performance optimization.

Head of Photography, Lunar Gala

Oct 2023-March 2024

Led team of photographers to document 100+ garments to be used as web, print, and PR assets.

Software Engineer Intern, VeriSilicon Holdings Co., Ltd.

May 2023-Aug 2023

Implemented neural-network topology checker to assess product quality and aid future testing. Revised onboarding documentation to help new interns and employees.

Teaching Assistant, CMU 15-112: Fundamentals of Programming

Jan 2023-Aug 2024

Taught introductory Computer Science concepts to a class of 20 students. Held OH and weekend tutoring for struggling students. Mentored 10 students to write a 1-1.5K line term project.

Projects

Malloc Visualizer

Nov 2024-Present

Created visual diagrammatic documentation for the Introduction to Computer Systems course assignment, malloclab, required for all CS majors. Module illustrates concepts such as coalescing blocks, changing implicit list to segregated free-lists, optimizing search function to increase throughput, and reducing minimum block size to reduce overhead.

Suanna Zhong Youtube Channel

Aug 2020-Present

YouTube Channel for filmmaking, art theory discourse, and tech literacy, bridging the knowledge gap between artists and computer scientists. Garnered 5K+ watch hours and 200K+ views. Partnered with Dehancer to promote industry-grade film emulation tools.

Skills

Web: Next.js, React, HTML & CSS, JavaScript, three.js, p5.js, Wireframing, Prototyping, Figma

Software: Adobe Creative Suite, Maya, ZBrush, Final Cut Pro, Logic Pro, DaVinci Resolve, Unity, TouchDesigner

Code: C/C++, Python, Standard ML, LaTeX