Suanna Zhong | Post-Production, Code, Photo
suannazhong.com

Work	**Universal Music Group**	º1824 Content Team April 2025-Sep 2025	Developed motion graphics, visual treatments, and color grading for UMG artists and labels, including Capitol Records and Republic Records, under aggressive deadlines to support rollout across social media platforms.
	Adolescent Content	Photographer Dec 2019-Aug 2025	Clients include Meta/Facebook, Pinterest, and Common Sense Media. Project details are protected under NDA.
	Lunar Gala	Front-End Developer Oct 2024-March 2025	Used Next.js and React to develop the website for the largest annual fashion event in the state of Pennsylvania with 1000+ attendees.
	CMU 15-112 Fundamentals of Programming	TA Jan 2023-Aug 2024	Taught introductory Computer Science concepts to a class of 20 students. Conducted OH and one-on-one tutoring for struggling students. Mentored 10 students to write a 1-1.5K line term project in Python.
	Lunar Gala	Head of Photography Oct 2023-March 2024	Led a team of 8 photographers, hosted ideation meetings to follow brand guidelines, and coordinated photographing 200+ garments and 100+ member headshots with a rapid turnaround to support web, print, and PR deliverables.

Education	**Carnegie Mellon University** Bachelor of Computer Science and Arts (BCSA) Computer Science & Art Expected May 2026	Music Video Production, Creative Code, Art and Machine Learning, Designing Human Centered Software, 3D Animation Pipeline, Technical Character Animation, Parallel and Sequential Data Structures and Algorithms, Computer Systems, Linear Algebra, Theoretical Computer Science

Projects	**Suanna Zhong Youtube Channel** Aug 2020-Present	YouTube Channel (200K+ views) for interdisciplinary filmmaking, technology, and art theory discourse. Partnered with Dehancer to promote film emulation DaVinci Resolve workflows.
	Malloc Visualizer Nov 2024–May 2025	Implemented dynamic memory allocator in C, achieving throughput of 7 million operations per second. Created animated motion graphics with Adobe After Effects. Module demonstrates concepts such as coalescing blocks, changing implicit list to segregated free-lists, etc.

Skills	**Software**	**Languages**	**Frameworks & Libraries**	**Developer Tools**
	Adobe CC (Ae, Id, Lr, Ps), Autodesk Maya, DaVinci Resolve, Final Cut Pro X, Figma, Logic Pro X, Microsoft Office, Runway ML, TouchDesigner, Unity, ZBrush	Python, C/C++, SML, HTML & CSS, R, JavaScript, x86 Assembly, LaTeX English (native) Mandarin (conversational)	p5.js, NumPy, GSAP, Tailwind CSS, Framer, Next.js, React	Git, VS Code, AWS, Visual Studio