Suanna Zhong

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github.com/suanna0

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

People's Choice Award Nominee,
Center for Sustainable Landscapes
Research Institute 2025
Ovation Film Fest 2024
CMU School of Computer Science
Dean's List 2022-2023
Social Good Award, CMU Hack112 2022

Interests

Front-end development
Emerging technologies
Advocating for tech literacy

Work

Content, Universal Music Group - º1824
April 2025-Present
Created motion graphics for UMG artists, delivering high-impact visuals on tight deadlines to support successful releases and boost engagement across digital platforms.

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.

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.

Freelance Artist
Dec 2019-Present
Clients include Meta/Facebook, Pinterest, and Common Sense Media.

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, optimizating 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

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

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

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