

OBJECTIVE

To acquire experience in the field of computer science and graphics.

EDUCATION

HIGH TECHNOLOGY HIGH SCHOOL | September 2013 – June 2017

UNIVERSITY OF PENNSYLVANIA | August 2017 – May 2021

School of Engineering and Applied Science Candidate for BSE, Digital Media Design

Upcoming Coursework: *Advanced 3D Modeling, Algorithms, Computer Architecture*

EXPERIENCE

FORMULA ONE-TENTH WEB AND GRAPHIC DESIGNER | December 2018– present

The F1/10 competition is an annual event that involves designing, building, and testing an autonomous 1/10th-scale F1 race car. I am one of two designers working on

- designing a new logo and rebranding
- creating flyers, posters, and other promotional material
- building a new website

HILL COLLEGE HOUSE STUDENT MARKETING MANAGER | October 2017– present

Hill College House is one of 5 of the first-year dormitories at Penn. I work closely with the House Coordinator and House Dean to

- design professional marketing and promotional materials for house events
- send out weekly newsletter and social media updates

PENNAPPS ORGANIZER (CREATIVE COMMITTEE) | April 2018 – present

PennApps is the nation's oldest and largest hackathon, with thousands of attendees from around the world. I work as part of a team to create branded material for the event.

- create themed flyers, mascots, and slide decks for attendees and sponsors
- manage crowds, assist hackers, and take photos at the event

GRAPHIC DESIGN INTERN AT MOVE FOR HUNGER | June 2018 – July 2018

Move For Hunger is a nonprofit organization that works with relocation companies to collect nonperishable food items and deliver them to food banks across America.

- created promotional images for Instagram and other social media
- made flyers for partners about food drives and other events

GRAPHIC DESIGN INTERN AT COMMVAULT | February 2017 – June 2017

Commvault is a data protection and information management software company headquartered in New Jersey. I worked as part of the marketing team.

- primary person on project for Take Your Child To Work Day (presenter, image material)
- created presentations and simple graphics for internal and external use

SKILLS

Programming:

Python, Java, C,
OCaml, HTML, CSS

Software:

Maya, ZBrush, Mudbox, Arnold, Houdini, Substance Painter,
Unreal Engine, Adobe Suite (Photoshop, Illustrator, After Effects)

Relevant Knowledge:

Programming: *Data Structures, Algorithms, Automata, Computability, Computer Architecture*

Math: *Multivariable Calculus, Differential Equations, Linear Algebra*

Art: *3D Modeling, Fluid Simulation, Graphic Design, Digital Illustration, Traditional Art*

PROJECTS

SNAKE: a version of the game Snake built using Java Swing

IT'S RAINING CATS AND DOGS: a game built using Java in which the user catches cats and dogs as they fall out of the sky

PERSONAL WEBSITE: a website on GitHub hosting my projects and portfolio built with HTML, CSS, and Javascript on top of Twitter's Bootstrap framework