susan xie_

Portfolio: suxie.github.io
University of Pennsylvania
Digital Media Design 2021
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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

PENNAPPS CREATIVE DIRECTOR | April 2018 — present
PennApps is the nation's oldest and largest hackathon, with thousands of attendees from around the world. I work as one of two directors in charge of creating material for the event.
  ▪ create themed flyers, swag, and slide decks for attendees and sponsors
  ▪ manage crowds, assist hackers, and take photos at the event

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

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