Sophia Deng

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Education

Cornell University: B.A. in Information Science; UX Concentration, Game Design Minor
Class of 2019, Tanner Dean Scholar

Work

Microsoft
Redmond, WA
May 2018 – Aug. 2018

Software Engineering Intern
Worked with designers and developers to design and implement a better debugging experience for ScriptLab, an Office add-in that allows users to prototype custom functions within Excel.

Microsoft
Redmond, WA
May 2017 – Aug. 2017

Explore Intern (Office Product Groups)
Created a GUI-based web-app that streamlines the production of Office Add-Ins. Designed features as a product manager/designer for the first third of the project lifecycle and implemented them with React.js.

The Cornell Daily Sun
Ithaca, NY
Mar. 2017 – Mar. 2018

Editor-in-Chief
Lead student executive board in content creation and utilizing new digital mediums for interactive storytelling. Foster web-first mentality by providing avenues for collaboration across creative and technical disciplines.

Cornell University
Ithaca, NY
Aug. 2016 – Now

Teaching Assistant (INFO 1300 and INFO 2300)
Teach weekly labs and hold office hours for introductory and intermediate web programming and design, emphasizing good practices for digital design and development.

Projects

Freshman Survey Interactive Project
As Creative Director, I led a team of developers, designers and writers to create and launch The Sun's first data visualization project that sheds insight on Cornell's Class of 2021. The project reached over 15,000 users on Facebook. **Read the case study here:** https://bit.ly/2FCNRd9

Game Engine UI Generator
Designed the interface for a tool that allows game designers at Cornell to layout their assets and export the result as a JSON file that can be loaded directly into the game engine, instead of writing the JSON file from scratch.

Operation Bitwise
Designer, Character Artist, and Background Artist for Operation Bitwise, a game produced in the Introductory Game Design Course at Cornell.

Freelance Illustrator
Create artwork for local clients and projects. Personal work can be viewed on my website.

Coursework

Intro to Product Design
Interactive Info Visualization
Human Computer Interaction
Web Design and Programming
Game Design

Skills

Sketch
Autodesk Sketchbook
Invision
Tableau

Programming
Javascript
HTML/CSS
Python
React.js
D3.js

Honors & Awards

Pauline and Irving Tanner Dean's Scholar
Awarded to 40 Cornell A&S students who demonstrate 'enthusiasm for the life of the mind and possess outstanding high school records.'

Game Design: Best Gameplay
Our game, Operation Bitwise, was awarded Best Gameplay by professors and judges in Cornell's Introduction to Game Design Course

MindSumo Challenge Finalist
Created a visualization using D3.js with a teammate to sort Educational Standards. Became a top 10 finalist.