

Teresa Pho

<https://teresapho5.github.io/designportfolio/Portfolio.html>

(714) 391-4033 | teresathanhpho@gmail.com | linkedin.com/in/teresa-pho

Education

B.A. in Integrative Biology & Design Innovation

May 2020, University of California, Berkeley

Languages

Python

Scheme

Numpy (Python)

HTML/CSS

SQL

Native English

Conversational Spanish

Softwares

Adobe AfterEffects

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe Premiere Pro

Adobe Lightroom

Adobe XD

Unity

Autodesk Maya

Pixar RenderMan

Autodesk Inventor

Jupyter

Coursework

CS70:

Discrete Mathematics & Probability Theory

CS 61A:

Structure & Interpretation of Computer Programs

Data 8:

The Foundations of Data Science

L&S 88:

Data Science Connector (Genomic Sequencing w/ Python)

Math 10A & Math 10B:

Methods of Mathematics:

Calculus, Statistics, and Combinatorics

Extracurriculars (current)

Project Vision &

UCSF Director of Vision Education

Pre-Health Decal Instructor

Cell Culture Facility Lab Assistant

Experience

AR/VR Developer

VR@Berkeley & School of Information | Berkeley, CA

February 2019 - Present

- ◆ Help develop 3D mesh and sonified environment in VR headset using C# and Unity.
- ◆ Worked with figuring out the semantic cues that aid the visually-disabled.

Immersive Realities (VR) Developer

Virtual Reality at Berkeley | Berkeley, CA

August 2018 – Present

- ◆ Developed models, animations, and immersive stories and content (VR) for the Immersive Realities project via Maya, Pixar Renderman, and Unity
- ◆ Currently working to creating a VR application that brings astronomy education through VR

UI/UX & Motion Graphics Designer

SkyDeck | Berkeley, CA

September 2018 - Present

- ◆ Currently creating motion graphics, app prototypes, low and high fidelities, and graphic/product designs for Pinpoint Science, a bioelectronic diagnostics startup, in the SkyDeck portfolio using Adobe XD and Adobe Photoshop

Designer & Instructor for VR

Bit by Bit | Berkeley, CA

October 2018 – Present

- ◆ Teaches low-income kids in the bay area how to turn their drawings into VR using HTML and Aframe at LinkedIn HQ and Unity HQ. In addition, we are partnered with Airbnb Experience to carry out these computer science lessons online
- ◆ Creates graphics for fliers, banners, and any other graphic media needed using Adobe Photoshop and Adobe Illustrator

Tech Committee Member

Berkeley Free Clinic | Berkeley, CA

October 2017 – December 2018

- ◆ Advertise campaigns, improve record portal system design, and assist in fundraising for the clinic or supplementing graphics using Adobe Photoshop

Projects

Airbnb Experience Web Redesign | Berkeley, CA

Redesigned Airbnb Experience's webpages to improve utility of idle features and incorporate new tools (planner) for improved daily use of platform as well as better intuitive navigation for expanded audience (disabled and abled) through site.

+Acumen and IDEO Human-Centered Design Project | San Francisco, CA

Developed a low-fidelity, mid-fidelity, and prototype mobile application design on how to improve inclusiveness for disabled people in the workforce