


TERESA FAN

EDUCATION

University of Pennsylvania expected May 2016
School of Engineering and Applied Sciences
Bachelor of Science in Engineering, Digital Media Design
Minor in Fine Arts
Cumulative GPA 3.67 – Dean's List 2014–15

University College London Sept 2014 – Dec 2014
Department of Computer Science - Junior Fall Study Abroad

Relevant Coursework

 Internet and Web Systems
Intro to Algorithms
Open Source Software Development
Phys Based Animation
Computer Graphics
Image Processing
Computational Complexity
Software Design and Engineering
Programming Languages and Techniques II: Data Structures in Java
Intro to Computer Systems

 Hand-Drawn Computer Animation
Typography
Advanced 3D Computer Modeling and Sculpture

EXPERIENCE

Software Engineering Intern, Google Inc. May – Aug 2015

- Implemented both client and server-side code for a new mobile-friendly dashboard version of AdMob on the AdMob Frontend team using GWT.

Open Source Contributor, Review Board Jan – May 2015

- Redesigned the issue summary table UI to speed up the process of addressing issues as a participant of Facebook Open Academy.

Engineering Practicum Intern, Google Inc. May – Aug 2014

- Created overhaul of the Google Translate Chrome extension on the Translate Frontend team.
- Took active part in design process (created a mockup) and implemented the UI.
- Worked with existing code to get translation results for the new functionality and maintain the old functionality.

Research Assistant, SIG Center for Computer Graphics

May – July 2013

- Cleaned motion capture database, managed CG@Penn website, refactored C++ script for Maya.
- Created facial animations for use in study evaluating whether game character head and eye movements can be used to convey player trust (listed as a contributor in corresponding paper published for the Motion In Games conference 2013).

Designer, Penn Advancing Women in Engineering Program

Sept 2012 – May 2014

- Creating promotional materials for various events dedicated to recruiting, retaining, and promoting women in Penn Engineering.

TECHNICAL SKILLS

Proficient:

Java, C++/Qt, HTML/CSS,
Javascript
Adobe Photoshop, InDesign,
and Illustrator, Autodesk Maya

Familiar:

C, Android, Matlab, OCaml,
Python
Autodesk Mudbox and
MotionBuilder, Unity

PROJECTS

May 2015

Meshless Deformations (*Group Final Project for Phys Based Animation*)

- Implemented the SIGGRAPH 2005 paper *Meshless Deformations Based on Shape Matching* in a group of 3.
- Worked on the integration scheme, rigid body dynamics, and linear deformations.

July 2014

The Brown Log (*LinkedIn Intern Hackday 1st Place Prize, APK available at thebrownlog.com/bl.apk*)

- Android app created with 4 other team members using Angular and PhoneGap.
- Worked on frontend development, including implementing the drawing canvas.

May 2014

Mini Maya (*Group Final Project for Intro to Computer Graphics*)

- A simplified version of Autodesk Maya, a 3D computer graphics software, coded in C++ with OpenGL and Qt GUI framework.
- Implemented free-form deformation and procedural global transformations like twist, bend, and taper, and the import and export of OBJ files.

HONORS and AWARDS

LinkedIn Intern Hackday 1st Place Team (2014), Diane Chi Summer Research Awards Rising Star (2013), National Merit Scholar (2012), Internal Doodle for Google National Winner (2011)

Special Programs

Google Chrome Academy June 2013

- Worked with 4 other students over the course of a week to create Twine (www.twine.rs), a web application that allows users to send targeted emails based on queried interests (integrated with Facebook and Gmail).

ACTIVITIES

Women in Computer Science Board 2012 - present

Senior Advisor 2015-16, Co-President 2014-15

Google Student Ambassador 2013-14

PennApps participant Spring & Fall 2013, Spring 2014

Penn Lions 2012 - present

Internal Vice President 2015-16 & 2013-14

Reach-A-Peer Helpline staffer 2013 - present