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

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

Relevant Coursework

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

Typography
Advanced 3D Computer Modeling and Sculpture

EXPERIENCE

Open Source Contributor, Review Board Jan – May 2015

- Redesigned the issue summary table UI to speed up the process of addressing issues.

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.

Student Ambassador, Google Inc. Aug 2013 – May 2014

- Liaising for Google at Penn; promoting products and organizing events.

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 head and eye movements can be used to convey how much an NPC trusts the player in a game environment (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.
- Implemented 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 2013 June 2013

- Spent 1 week with 28 other students at Google HQ learning about cutting-edge web technologies and tools.
- Collaborated with 4 other students 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
Senior Advisor 2015-16, Co-President 2014-15 , board member since 2012

Penn Lions
Internal Vice President 2015-16 & 2013-14, member since 2012

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