

TERESA FAN

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EDUCATION

Philadelphia, PA
expected May 2016

University of Pennsylvania | *School of Engineering and Applied Sciences*
Bachelor of Science in Engineering, Digital Media Design | Minor in Fine Arts
Cumulative GPA 3.65

London, UK
Sept 2014 - Dec 2014

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

*currently enrolled

Relevant Coursework

Intro to Algorithms*, Open Source Software Development*, Phys Based Animation*, Computer Graphics, Image Processing, Computational Complexity, Intro to Computer Graphics Techniques, Software Design and Engineering, Advanced 3D Computer Modeling and Sculpture, Programming Languages and Techniques II: Data Structures in Java, Intro to Computer Systems

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

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.

Sept 2013

The Strugglebus (*<http://www.seas.upenn.edu/~terfan/strugglebus/pennapps2013f/>*)

- Project created with 3 other team members for PennApps Fall 2013, featured in BuzzFeed article 9/30/13 and having over 230,000 hits as of 9/14/14.
- Handled all Javascript and design.

EXPERIENCE

Mountain View, CA
May 2014 – Aug 2014

Engineering Practicum Intern, Google Inc.

- 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.

Philadelphia, PA
Aug 2013 – May 2014

Student Ambassador, Google Inc.

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

Philadelphia, PA
May 2013 – July 2013

Research Assistant, SIG Center for Computer Graphics

- 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*).

Philadelphia, PA
Sept 2012 – May 2014

Designer, Penn Advancing Women in Engineering Program

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

SPECIAL PROGRAMS

Mountain View, CA
June 2013

Google Chrome Academy

- 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).

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)

EXTRACURRICULAR ACTIVITIES

Women in Computer Science (Co-President 2014- , Board member 2012-14),
Penn Lions (Internal Vice President 2013-14, Member 2012-)