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

Cumulative GPA 3.65

Relevant Coursework

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, OCaml, Python

Autodesk Mudbox and MotionBuilder, Unity

PROJECTS

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.

May 2014

Women's Health Toolkit (Group Final Project for Software Engineering)

• Created an informational Android app for Penn Nursing.

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.

Student Ambassador, Google Inc.

EXPERIENCE

Mountain View, CA Engineering Practicum Intern, Google Inc.

May 2014 – 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.

Philadelphia, PA

Aug 2013 – May 2014

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

Philadelphia, PA

Research Assistant, SIG Center for Computer Graphics

May 2013 – 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).

Philadelphia, PA

Designer, Penn Advancing Women in Engineering Program

Sept 2012 -

· 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-), Society of Women Engineers