

TIFFANY YUE

www.tiffanyyue.com

4041 Walnut Street
Philadelphia, PA 19104
281.979.0926
tyue@seas.upenn.edu

EDUCATION

University of Pennsylvania

Expected Graduation: May 2019
B.S.E. in Computer Science (Digital Media Design)
GPA 3.41/4.0

St. John's School

August 2011 - May 2015
Cum Laude Society

COURSEWORK

Algorithms and Data Structures
Programming Languages & Techniques
Mathematical Foundations of Comp Sci
Computability & Complexity
JavaScript
3D Modeling & Sculpture
Computer Graphics (current)
Computer Systems (current)

SKILLS

Java, JavaScript, C#, C++, HTML/CSS, LaTeX, Git, Unity, AWS (S3, SQS, SNS, EC2), AdobeCS, Photo, Video, Graphic Design

HONORS

Seltzer Family Digital Media Award

Summer 2017

Wharton Entrepreneurial Startup Intern Fellow

Summer 2016

Major League Hackathon Prime Best Design Award

Summer 2016

Women in the Visual and Literary Arts Scholarship

Spring 2015

EXPERIENCE

Co-Founder & CTO, VINCI VR

An enterprise VR software development company serving clients in the Boston area.

April 2017 - present

- Led development of client software, talent acquisition for upcoming projects, and software architecture for future platform capabilities
- Secured research partnership with US Army Natick Soldier Research Center to provide VR simulation, ultimately improving soldier maintenance training efficiency for high-tech, \$500,000 surveillance drones.
- Achieved partnership with MassChallenge Boston to provide VR product design software to 130 startups and secure additional clients

Associate Tech Director, The Collectve

A diverse network of creatives, risk-takers, innovators, and collaborators coast-to-coast.

May 2017 - present

- Overhauled The Collectve's brand identity as it expanded from DJ/Producer group of 20 members to multimedia organization of 100+ members.
- Design and implement custom web/mobile website design. Available at www.thecollectve.com.
- Assist in design and implementation of back-end system for ticket sales and member portal.

Product Design Intern, brEdcrumb

An EdTech startup enabling underserved students to attend college by providing individual mentorship via a network of successful professionals and college students.

May 2016 - August 2016

- Developed print and media collateral for distribution to 20+ stakeholders.
- Managed outreach campaigns to recruit pilot participants, including 50+ students and volunteer corps of 50 mentors nationwide.
- Evaluated the best practices of EdTech UI/UX across the college prep landscape to wireframe pilot web application.

PROJECTS

NIGHT x The Collectve

Built with HTML, CSS, JavaScript, hosted on AWS. A complete overhaul of the Collectve website and online newsletter/guidebook to Penn's 2017 New Student Orientation, yielding 1.6k unique viewers and 2.6k page views.

Fall 2017

VR Product Design Application

Built with Unity C#, AWS S3 API, Node.js, Express.js, Leap Motion SDK. Upload any .obj or .fbx model via login enabled online web portal, and access immediately from VR experience in HTC Vive. User can interact with model via scaling, disassembling, and annotating to expedite product design process.

Summer 2017

Unity Runtime Server Loading

Built with Unity C#, AWS EC2, S3, SNS API. This implementation enables runtime model upload and interaction; uses remote server to run Unity application in batch mode to systematically generate Unity asset bundles for local use.

Spring 2017

LEADERSHIP

The Locust Experiment, Year of Innovation Grant

An organization that uncovers the underground Penn student art scene; spring 2017 culminated in publishing and selling 80, 80-pg books featuring work from 23 creatives.

January 2017 - present

- Co-Founder / Developer / Designer / Contributor : sourced 8 creatives to contribute photography, writing, and music; managed brand identity via brutalist website, print collateral, and layout design; and contributed personal photo project "Breakfast at Tiffany's."

Strictly Funk Dance Company

A 25+ member dance group comprised of Penn undergrads, graduate, and medical students and other Philly area schools. SF performs two shows as well as outreach performances, seeing an audience of over 4,000 annually.

September 2015 - May 2017

- Creative Developer/Business Team (F/W 2016, S 2017) : managed initiatives to recruit incoming dancers, yielding biannual auditions turnout of 80 dancers.
- Choreographer (S 2016, F/W 2016, S 2017) : led group of 10 dancers in 9 weekly rehearsals for performance in semester show.
- Dancer (2015-2017) : rehearsed 12 hrs/week to prepare for themed semesterly show.