TIFFANY YUE

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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   *April 2017 - present*
An enterprise VR software development company serving clients in the Boston area.

• 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

Product Design Intern, brEdcrumb   *May 2016 - August 2016*
An EdTech startup enabling underserved students to attend college by providing individual mentorship via a network of successful professionals and college students.

• Assisted in development and execution of pilot mentorship program.
• 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 Collctve   *Fall 2017*
Built with HTML, CSS, JavaScript, hosted on AWS. A complete overhaul of the Collctve website and online newsletter/guidebook to Penn's 2017 New Student Orientation, yielding 1.6k unique viewers and 2.6k page views.

VR Product Design Application   *Summer 2017*
Built with Unity C#, AWS S3, 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.

Unity Runtime Server Loading   *Spring 2017*
Built with Unity C#, AWS EC2, S3, SNS. 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.

WeatherRelax   *Spring 2017*
Built with OpenWeatherMap API, Three.js, Handlebars. A weather visualization app for any location in WebVR. In-browser, user-navigable experience updates in real time with current weather conditions at any requested city.

LEADERSHIP

The Locust Experiment, Year of Innovation Grant   *January 2017 - present*
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.

• 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   *September 2015 - May 2017*
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.

• 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.