

# TORSHAWNA CHEW



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## EMPLOYMENT

### *ATLAS Core Teaching Assistant*

**August 2021 - Present**

- » Leading 2 recitations, each consisting of 16 students, teaching the students how to use Adobe Illustrator, InDesign, and Dimension compilers, broadening students' graphic design ideations, critiquing students on their typographic and graphic projects.
- » Assisting the course professor in grading students' works from 12 labs and attending weekly meetings.

### *GAOTek Inc.*

**June 2021 - September 2021**

- » Interned as a graphic designer, assisted in producing about 50 animations to be advertised on the company website, utilizing Adobe Illustrator, Photoshop, and After Effects.
- » Took on a leadership position delegating tasks to approximately 10+ interns on the team, communicating with 3 assistant managers and the CEO about progress reports and team expectations.

### *FIRST RF Corporation*

**June 2019 - August 2019**

- » Interned as an accountant making and collecting about 50 payments from company assets in QuikPay.
- » Organized an audit of 100+ purchases by the company utilizing Microsoft Excel.
- » Interned as a production assembler constructing 50+ aircraft WiFi antenna systems. This included multi-stage assembling of components, soldering wires to the main plate, testing currency and connectivity, and packaging to be shipped.

### *East Moon Asian Bistro*

**December 2018-August 2020 | May 2021 - August 2021**

## PROJECTS

### *ATLAS Core Classes*

**August 2020 - Present**

- » Produced 13 pages using Figma, HTML, CSS, and Javascript to build skills in website design and user accessibility.
- » Developed 5 interactive objects, a digital game, a physical game, and learned concepts in digital and analog inputs and outputs mainly using C++ in Arduino IDE, Arduino Nano 33 IoT microcontroller, breadboard circuits, and P5JS.
- » Created 14 poster projects using Adobe Illustrator and InDesign utilizing text hierarchy, expressive elements and grid designs.
- » Designed a final project in Adobe Dimension to develop a package design with personal branding.
- » Produced different photographic works in Adobe Lightroom and Photoshop by creating 8 projects total in both softwares.
- » Helped develop a mock app teaching young users how to manage their time well using Adobe XD by utilizing the elements of design—identify the problem, create an affinity and empathy map, and ask constraint questions.
- » Programmed a web AR/VR scene for a final project using A-Frame, importing an equirectangular photo and 3D objects.

### *Programming Classes*

**August 2020 - Present**

- » Created 2 different midterm projects and assisted in developing a final project replicating the game Oregon Trail using introductory level programming functions in C++—fundamental data types, different types of loops, arrays, and recursion.
- » Contributed in creating a minigit subdirectory project implementing different data structures using C++ programming, which included pointers, singly and doubly linked lists, binary trees, and graphs.

### *Robotics Team*

**August 2017 - August 2020**

- » Instructed 5 tutorial courses using the Solidworks software, as a Hardware Design Lead, guided by my mentors and online courses.
- » Contributed to designing 100+ parts to be fabricated and assembled onto our robot—includes designing the parts for mechanisms, making drawings of each part for fabrication, and creating assemblies at the top level.
- » Fabricated 100+ parts using different mills and lathes, assisted in leading 2 summer camps teaching middle schoolers how to fabricate and understand the design of different parts using both the Bridgeport mill and the EZ-Path lathe.

## EDUCATION | SKILLS & TECHNOLOGIES

University of Colorado Boulder | Creative Technology and Design | GPA: 3.613 | Dean's List Student Award

**Technical Skills:** Adobe Creative Suites, Figma, HTML, CSS, Javascript, C++, Solidworks

**Interests:** UX Design, App Development, Animation