

MICHELLE WU

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EDUCATION

University of California, San Diego - *BS Computer Science*

June 2016

SKILLS

C++, C#, C

Java, Javascript

Adobe Creative Suite CC

OpenGL, Unity

HTML & CSS

Photoshop, Illustrator, InDesign

Maya, Blender

UNIX/Linux

Japanese (intermediate)

WORK EXPERIENCE

tutor, ucsd computer science and engineering department | la jolla, ca

Jan 2014 - June 2016

cse 167 (introduction to computer graphics) & cse 8a/8b/11 (introduction to programming in java)

- Provided assistance during weekly lab hours to 1000+ students on computer graphics and Java concepts
- Mentored 12 students in weekly discussion sections to teach Java programming exercises
- Graded 1200+ programming assignments over the course of 3 years

research development intern, national institute of information and communications technology (nict) | osaka, japan

June - Aug 2015

- Rendered 3D models in Maya, developed C# scripts in Unity for animation and audio synchronization in virtual environment
- Integrated NICT's Ray-Emergent Imaging Library to transition from a standalone build to a Master-Node application
- Worked with Emotiv EPOC headset to read in brain activity and facial gestures via EEG sensors to attempt emotion recognition
- Demonstrated project on a 200-inch 3D HD autostereoscopic wall in the Grand Front Osaka Building in Umeda, Osaka, Japan

PROJECTS

egg scramble

April - June 2016

- 3D multiplayer "capture-the-flag"-esque computer game with implemented game engine, starring poultry in PvP combat
- Constructed map and icon designs, implemented instance-rendered objects, adding/removal of entities, and lighting in C++

eulexia

Sept - Dec 2015

- Google Glass application for dyslexic students to help students check their spelling via live preview and text-to-speech features
- Worked on text-to-speech, retrieval of spelling suggestions saved in online OCR database, UI/UX designs of the card views

emotionscape, mozart & the mind festival

Sept 2015

- Ported project developed at NICT (see work experience) to a StarCAVE 360° screen system at Calit2 in UC San Diego
- Showcased at the 2-day 2015 Mozart & the Mind Festival in La Jolla, which features brain-computer interface applications

tanah & laut, walt disney imaginations competition (8th place)

Sept - Nov 2014

- Led a team of 4 other members in the design of a Singapore-based Disney transportation experience
- Generated all graphic designs for station stops, vehicle designs, maps, and technologies
- Placed 8th out of 210 teams of 5 people

dine, cse 110: software engineering competition (1st place)

Apr - June 2014

- iOS 7 restaurant application that places customers on a waiting queue, provides a pictorial menu, offers a randomized meal feature via phone-shaking, and enables payment to friends via Venmo
- Generated all UI/UX designs, utilized Flinto to assemble screen prototypes
- Placed 1st for best application in CSE 110 (Software Engineering) out of 20 teams of 10 people

VOLUNTEER EXPERIENCE

student volunteer, siggraph and siggraph asia conferences

Nov 2015 - present

- Selected from 1000+ applicants to assist the venues for annual ACM SIGGRAPH and SIGGRAPH Asia conferences
- Supplied operational support to ensure the success of the SIGGRAPH conferences in Anaheim, Kobe, and Macau
- Conversated in Japanese with local attendees who needed assistance

mentor, high tech high media arts

Sep - Dec 2014

- Provided bi-weekly mentorship to 8 high school students developing interactive art projects using Processing for showcase