

# MICHELLE WU

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## EDUCATION

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

june 2016

## SKILLS

C++, C#, C

Python

Adobe Creative Suite CC

OpenGL, Unity

Java, Javascript

*Photoshop, Illustrator, InDesign*

Maya

UNIX/Linux

Japanese (intermediate)

## WORK EXPERIENCE

**technical assistant, lucasfilm animation ltd. | san francisco, ca**

july 2017 - present

*star wars resistance & star wars: the clone wars*

- Provide technical and non-technical support to Episodic Directors and Story Artists
- QC and problem solve for issues of all media coming into, being used by, and delivered out of the 3D Story Department
- Identify potential issues and write Python tools and web applications to fit artist and production needs

**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

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

june - sept 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

## VOLUNTEER EXPERIENCE

**student volunteer, siggraph and siggraph asia conferences**

nov 2015 - present

- Selected from 1000+ applicants to supply operational support at annual ACM SIGGRAPH and SIGGRAPH Asia conferences in Anaheim, Los Angeles, Kobe, Macau, and Tokyo
- Selected as a Team Leader to help decide upon and manage 180 student volunteers during SIGGRAPH Asia 2018 Tokyo
- Communicated in Japanese with researchers, volunteers, and attendees from Japan

**mentor, high tech high media arts**

sept - dec 2014

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