TERESA FAN

EDUCATION

University of Pennsylvania expected May 2016

School of Engineering and Applied Sciences

Bachelor of Science in Engineering, Digital Media Design Minor in Fine Arts

Cumulative GPA 3.67 – Dean's List 2014–15

University College London Sept 2014 - Dec 2014

Department of Computer Science - Junior Fall Study Abroad

Relevant Coursework

Internet and Web Systems

Intro to Algorithms

Open Source Software Development

Phys Based Animation

Computer Graphics

Image Processing

Computational Complexity

Software Design and Engineering

Programming Languages and Techniques II: Data Structures in Java Intro to Computer Systems

> Hand-Drawn Computer Animation

Advanced 3D Computer Modeling and Sculpture

EXPERIENCE

Software Engineering Intern, Google Inc. May – Aug 2015

• Implemented both client and server-side code for a new mobile-friendly dashboard version of AdMob on the AdMob Frontend team using GWT.

Open Source Contributor, Review Board Jan – May 2015

• Redesigned the issue summary table UI to speed up the process of addressing issues as a participant of Facebook Open Academy.

Engineering Practicum Intern, Google Inc. May – Aug 2014

- Created overhaul of the Google Translate Chrome extension on the Translate Frontend team.
- Took active part in design process (created a mockup) and implemented the UI.
- · Worked with existing code to get translation results for the new functionality and maintain the old functionality.

Research Assistant, SIG Center for Computer Graphics

May - July 2013

- Cleaned motion capture database, managed CG@Penn website, refactored C++ script for Maya.
- Created facial animations for use in study evaluating whether game character head and eye movements can be used to convey player trust (listed as a contributor in corresponding paper published for the Motion In Games conference 2013).

Designer, Penn Advancing Women in Engineering Program

Sept 2012 - May 2014

• Creating promotional materials for various events dedicated to recruiting, retaining, and promoting women in Penn Engineering.

TECHNICAL SKILLS

Proficient:

Java, C++/Qt, HTML/CSS, Javascript

Adobe Photoshop, InDesign, and Illustrator, Autodesk Maya

Familiar:

C, Android, Matlab, OCaml, Python Autodesk Mudbox and MotionBuilder, Unity

PROJECTS

June 2015

UpSpire (*Dropbox Summer Hack Day, upspire.meteor.com*)

- A platform for crowd-sourced inspiration and positivity.
- Mobile-friendly web app created with 4 other team members, built off of the Meteor platform with HTML/CSS/JS in the front end and MongoDB in the back end.
- Created main page and designed the overall look and feel of the UI. July 2014

The Brown Log (LinkedIn Intern Hackday 1st Place Prize, APK available at thebrownlog.com/bl.apk)

- Android app created with 4 other team members using Angular and PhoneGap.
- Worked on frontend development, including implementing the drawing canvas.

May 2014

Mini Maya (Group Final Project for Intro to Computer Graphics)

- A simplified version of Autodesk Maya, a 3D computer graphics software, coded in C++ with OpenGL and Qt GUI framework.
- Implemented free-form deformation and procedural global transformations like twist, bend, and taper, and the import and export of OBJ files.

HONORS and **AWARDS**

LinkedIn Intern Hackday 1st Place Team (2014), Diane Chi Summer Research Awards Rising Star (2013), National Merit Scholar (2012), Internal Doodle for Google National Winner (2011)

Special Programs

Google Chrome Academy June 2013

• Worked with 4 other students over the course of a week to create Twine (www.twine.rs), a web application that allows users to send targeted emails based on queried interests (integrated with Facebook and Gmail).

ACTIVITIES

Women in Computer Science Board 2012 - present

Senior Advisor 2015-16, Co-President 2014-15

Google Student Ambassador 2013-14

PennApps participant Spring & Fall 2013, Spring 2014

Penn Lions 2012 - present

Internal Vice President 2015-16 & 2013-14

Reach-A-Peer Helpline staffer 2013 - present

