

Yuying (Jenny) Liu

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA **May 2018**

Master of Entertainment Technology

Dartmouth College, Hanover, NH **June 2016**

Bachelor of Arts, Cum Laude: Major in Applied Mathematics and Biology, Minor in Digital Arts **GPA: 3.70/4.0**

- **Courses:** Computer Graphics, Computer Vision, 3D Digital Modeling, Computer Animation, Intro to Programming and Computation, Problem Solving via Object-Oriented Programming, Multivariable Calculus, Linear Algebra, Differential Equations, Probability
- **Honors:** James O. Freedman Presidential Scholar, Neukom Scholar, Third Honor Group, Hutton-Zimmerman Family Scholarship

SKILLS

C++, C#, Python, Java, Matlab, Unity, Autodesk (Maya, Mudbox), Adobe Photoshop, Google Analytics, Microsoft Office (Word, PowerPoint, Excel, Visio)

Languages: English, Chinese

EXPERIENCE

Data and Software Engineering Intern, Pitney Bowes Inc. **Summer 2016**

- Worked on a C# tool to simplify and increase efficiency of database deployment over different environments, the tool will reduce deployment time by an hour or more
- Created heatmaps and other graphs to visualize data from customer shipments
- Assisted in back-end Java development and debugging for web services
- Set up tracking of usage and event data on websites

Summer 2015

Art Designer, 8Bit Evolution **Summer 2016**

- Created 2D art assets for games

UI/UX Designer, Dali Lab at Dartmouth College **March 2014-**

- Collaborated with developers to create intuitive and appealing designs for websites and mobile applications
- Modeled product visualizations and created environments for virtual reality projects on the Oculus Rift

June 2016

PERSONAL PROJECTS

Flocking Simulation

- Took a C++ flocking simulation created for class and programmed it in Python to make a tool for Maya, also added goal steering behavior

Game Development

- Independently created a 3D game in Unity, worked on entire development process including design, modeling, rigging, animation, and C# gameplay programming

LEADERSHIP EXPERIENCE

Student Volunteer, ACM SIGGRAPH **July 2016**

- Selected from over 1,000 applicants to provide support for the 2016 SIGGRAPH conference

DRAW President, Dartmouth College **June 2014 –**

- Led meetings and planned events related to comics and other art forms
- Wrote and presented budget proposals

June 2016

ADDITIONAL INVOLVEMENTS

Dartmouth Figure Skating Club, Club Tennis, Alpha Theta Coeducational Fraternity, Animal Shelter Volunteer