Shirley M Park

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EDUCATION

Entertainment Technology Center at Carnegie Mellon University	**Pittsburgh, PA**	**2013- May 2015**
The University of Virginia	**Charlottesville, VA**	**2009 - 2013**

Computer Science major and Film minor at the University of Virginia.

Corcoran College of Art and Design	**Washington, D.C.**	**Summer 2008**

WORK EXPERIENCE

Carnegie Mellon- **3D Artist**　　　　　　　　　　**Pittsburgh, PA**　　　**August 2013 – May 2015**
- Created 3D assets for a Unity engine pipeline, and during our first semester, made new games and assets every two weeks. Developed a more extensive knowledge of Maya and all software within the Adobe suite.
- Learned to use MEL and Python scripting to enhance 3D assets and the pipeline.
- Developed assets for a Flash-based pipeline, put towards an educational website for the Allegheny County Library Association

Digital Promise- **Intern**　　　　　　　　　　**Washington D.C.**　　　**May 2013 – August 2013**
- Co-ordinated an annual meeting between the White House's Office of Technology and Policy (OTP) and Digital Promise's League of Innovative Schools, hosted at the White House.
- Researched and curated current educational and technical information, ranging from news items to published research papers.
- Connected Digital Promise with local technologists and innovators through communications outreach.

The University of Virginia
Undergraduate Research Assistant　　　　　　**Charlottesville, VA**　　　**June 2011- May 2013**
- Developed a path generator that takes as input C programs, and outputs all possible paths through a program. Those paths are fed as input to a pre-existing Java-based API document generation tool, which mines patterns of code and creates an example of the most-common use of a user-specified function.
- Modified the API-document generation tool for C, so that the use patterns generated by this tool could be acceptable parameters for the C-based automatic bug repair program, in order to produce higher-quality repairs.

Teaching Assistant - Digital Animation and Storytelling　　　**Charlottesville, VA**　　　**Fall 2012**
- Assisted students with Maya, focusing on 3D modeling and animation.
- Learned how to operate motion capture technology for the course, and helped students apply the data to their rigs.

Graphics Elective – CS 4810 with Jason Lawrence　　　**Charlottesville, VA**　　　**Fall 2012**
- Completed the higher-level computer science graphics elective at UVA. As part of the class, I both worked with OpenGL and coded my own ray tracer, among other assignments.

Teaching Assistant – CS 1102: From Ada and Euclid to
Quantum Computing and the World Wide Web　　　**Charlottesville, VA**　　　**Spring 2010**
- Assisted students in completing their assignments during weekly office hours.

Skills

Technical Skills: Mac, Unix/Linux, Windows, Java, C, C++, Python, OCaml, LISP, MEL (Maya Embedded Language) scripting, Eclipse, Emacs, Apache Subversion. Five years of programming experience.

Artistic Skills: Final Cut Pro, iMovie, Premiere Pro, After Effects, Maya, Xsens motion capture equipment, 3D modeling, texturing, rigging and animating, photography, sketching/drawing, film-making experience.

Publication Skills: Student-journalism experience, WordPress

Language Skills: Fluent in French.

Hobbies: Scuba diving, photography and hard-boiled detective fiction.