

# Alice Yang

[www.alice-yang.com](http://www.alice-yang.com)

3650 Chestnut Street MB 114

Philadelphia, PA 19104

yalice@seas.upenn.edu • (310) 987-0292

- education [University of Pennsylvania](#), Philadelphia, PA  
School of Engineering and Applied Science  
Anticipated: Bachelor of Science in Engineering in May 2012  
Major: Digital Media Design  
Undergraduate Coursework: Programming Languages; Python Programming; Automata Computability and Complexity; Comp. Architecture; Computer Graphics; 3D Computer Modeling; Digital Design Foundations; Web Design; Graphic Design; Visual Communication
- experience [Electronic Arts](#)  
*Software Engineer Intern @ Playfish SF (May 2011 – August 2011)*
- Resolved bugs for localization of Facebook game *Monopoly Millionaires*.
  - Refactored localization pipeline for in-game newsletter.
  - Created feed-link generation tool for gift item promotions.
- [SIG Center for Computer Graphics](#), University of Pennsylvania  
*Research Assistant (January 2010 – December 2010)*
- Created art assets for various projects, including a procedurally generated city using Autodesk Maya and Procedural CityEngine.
- [SAAST Summer Program](#), University of Pennsylvania  
*Residential Team Advisor (July 2010)*
- Summer Academy of Applied Science and Technology
  - Created course material for introductory programming class of over thirty students.
  - Assisted participants with classroom activities and managed social outings.
- [Introduction to Computer Programming](#), University of Pennsylvania
- *Mentor (January 2010 – May 2010); Teaching Assistant (September 2010 – present)*
  - Led lab sessions and discussion groups of fifteen students on a weekly basis.
  - Graded tests; held regular office hours and helped students debug code.
- [University Communications](#)  
*Web Assistant (September 2009 – May 2010)*
- Maintained digital asset management system. Edited and updated websites.
  - Created infographics for web statistics over a six month period.
- skills Web Design: HTML, CSS, Javascript, some experience with PHP and MySQL  
Programming: Java, C++, Python, ActionScript, Flex, Procedural CityEngine  
Software: Adobe Photoshop, Illustrator, InDesign, Dreamweaver, Flash Builder, Autodesk Maya, Microsoft Office, Paint Tool SAI, some experience with Unix  
Foreign Languages: Fluent in Chinese (Mandarin), Intermediate level Latin
- projects [Droid Silencer](#)
- Team entry for PennApps Mobile Hackathon 2011
  - 3<sup>rd</sup> for Student Choice Award over 30 projects
  - Implemented UI components.
- [Mini-Maya](#)
- OBJ viewer and editor. Part of three-person team
  - Implemented code for polygon editing and mesh load and write
- [Puzzle Fighter Game](#)
- Tetris-like game where players stack and eliminate blocks to win
  - Implemented code for two person versus mode over the internet