JESSIE MAO

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PROFILE

I am a sophomore Digital Media Design student minoring in Fine Arts. I come from strong fine arts, graphic design, and video backgrounds combined with my current coursework in computer science and 3D modeling. I am interested in computer graphics, programming, and game design.

EDUCATION

University of Pennsylvania School of Engineering and Applied Sciences   Class of 2015
BSE Candidate in Digital Media Design. Minor in Fine Arts.   Cumulative GPA: 3.89/4.00
Relevant Coursework: Programming (Intro, I), Math Foundations of Comp Sci, Drawing II, Figure Drawing, Computer Architecture/C*, Data Structures & Algorithms*, 3D Modeling*, Mechanics*   (*Current courses)
Unionville High School Arts York Visual Program   Class of 2011

SKILLS

Programming Languages: Java, OCaml   **Languages:** Chinese, French
Creative Applications: Adobe Creative Suite, Adobe Premiere, Final Cut Pro, Autodesk Maya

EXPERIENCE

2012 – Present

Graphic Designer "The Hi! App" Cross-Platform Social App, Employer: Daniel White
- Designed menu and dialogue layouts in iOS user interface
- Created buttons, backgrounds, icons, and other graphics in Photoshop and Illustrator

2011 – Present

Research Assistant in Digital Media Learning University of Pennsylvania Graduate School of Education, Employer: Yasmin Kafai
- Edited videos in Adobe Premiere for informational and promotional purposes
- Transcribed and logged videos of interviews and classes in E-Textiles and Scratch
- Mentored middle school classroom learning Scratch at Penn Alexander School

Graphic Designer "Swing Away" iOS Game Development, Partner: Kasra Kyanzadeh
- Produced character and level design, dialogs, menus, and buttons
- Created sprites, backgrounds, splash screen, comic, and icons of the game

PROJECTS

MusiQue (Backend Programmer) September 2012
A web app that creates a Spotify playlist for an upcoming Facebook event you may be hosting. It analyzes recent music listens of guests in order to find popular artists to satisfy everyone.
- Created during Fall 2012 PennApps Hack-a-Thon within 48 hours; collab with team of 4
- Coded in JavaScript; used Facebook and Spotify API's (no prior experience in either)
- Pulled JSON data from API's; parsed and filtered data by manipulating data structures

Minesweeper (Programming I Final Project) April 2012
Minesweeper game that includes all the features of the classic windows game including: flagging, custom levels, revealing all surrounding empty squares, and a mine counter.
- Coded in Java; backend uses 2D arrays and recursive reveal functions; GUI and user interaction uses Java Swing library

EXTRACURRICULARS

- SIGGRAPH 2012 Conference (Student Volunteer)
- Penn Reading Initiative (Reading Mentor)
- The Daily Pennsylvanian (Staff Photographer)
- UNEP Tunza International Children and Youth Conference 2011 (Canadian Delegate)
- Unionville High School Yearbook Committee (Editor-in-Chief)
- Vancouver Organizing Committee for the 2010 Olympic and Paralympic Winter Games "Do Your Part" National Video Contest (Grand Prize Winner)