

Crystal Lee

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Education

University of Pennsylvania, School of Engineering and Applied Science Philadelphia, PA
BSE in Digital Media Design, Dept. of Computer and Information Science, May 2019

Relevant Coursework

3D Modeling, Programming Languages and Techniques I & II, Interactive Computer Graphics, Advanced Computer Graphics, Art Design and Digital Culture, Software Design/Engineering, Automata, Computability, and Complexity*, Introduction to Computer Systems*

*currently taking

Skills

Programming Languages: Java, C++, OpenGL, HTML, CSS, Javascript, JQuery, Bootstrap, OCaml, Swift

Graphics: Adobe Creative Suite (Photoshop, Illustrator, InDesign), Autodesk Maya, Google Sketchup

Languages: English, Korean, basic Spanish

Other: Microsoft Excel, Microsoft PowerPoint, Microsoft Word

Projects

3D Visualization Research Project (Penn Arts Council Grant) Summer 2017

· Collaborated with Matterport Scans to acquire 3D scanned models of the Penn Museum's Native American exhibit and the SIG center for Graphics. Used HTML, Javascript and CSS to connect them, add labels, and hide specific sections for security or aesthetic reasons.

· Worked under Dr. Norman Badler.

UPenn Transplant Rehabilitation App Spring 2017

· Developed a web application to rehabilitate patients after liver, lung, or kidney transplants, which will soon be used by real medical practitioners at the Hospital of the University of Pennsylvania. Communicated with a client to determine what features were needed, and presented deliverables in two-week iterations.

· Worked with two team members over the course of eight weeks using Javascript, HTML, and CSS.

· Gained experience with both frontend and backend database management.

Monte Carlo Path Tracer Spring 2017

· Created a Monte Carlo Path Tracer renderer using C++ and OpenGL. Worked alone over the span of 7 weeks, with a deliverable due each week.

Mini Minecraft Fall 2016

· Replicated the video game "Minecraft" over three weeks using C++ and OpenGL with two team members.

PennApps XIII Spring 2016

· Created a game application using Swift with two other team members.

Work Experience

SIG Center for Graphics – Philadelphia, PA; Research Assistant Summer 2017

· Conducted research under Dr. Norman Badler and the Penn Arts Council Grant (see Projects for details).

Penn GEMS: Girls in Engineering, Math and Science; Counselor Summer 2016

· Mentored and taught middle school girls who were interested in becoming engineers over a week-long day camp.

PIVOT – Barrigada, Guam; Summer Intern Summer 2015

· Designed logos and storyboards for commercials for an advertising firm.

Activities

Korean Student Association, Member

Fall 2015 – Present

Women in Computer Science, Member

Fall 2015 – Present