



# grace fong

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## education

**Post-Secondary:** University of Pennsylvania, School of Engineering and Applied Science

**Major:** Bachelor's of Science and Engineering in Digital Media Design

Accepted for sub-matriculation in Master's of Computer Graphics and Game Technology

**Minors:** Fine Arts, Consumer Psychology

**Expected Graduation Date:** May 2010

**Relevant Coursework:** Graphics Programming, Animation Programming, Advanced Animation, Figure Modeling, Game Design, Algorithms, Behavioral Economics and Psychology

## experience

**ACM SIGGRAPH, UPenn Chapter Chair**

January 2008 - Present

Offer weekly tutorials in animation and programming as well as coordinate internship panels, reel critiques, and movie nights. Aim to help students see personal and client pieces to completion.

Member since Sept 2006. Treasurer from 2008 - 2009.

**Research Assistant**

July 2007 - Present

In the lab of Dr. Norm Badler. Previous projects include: writing a standalone program to record schizophrenics' interpretations of faces, modeling and animating low-polygon figures and environments for crowd simulations, cleaning and tagging motion capture for instructional Air Force videos.

**Teaching Assistant**

January 2008 - Present

Conduct lab as well as design and grade projects for two undergraduate classes: Introductory Computer Science and 3D Modeling. Lived with and taught the same subjects to high school students during Summer 2008.

**Freelance 2D and 3D Artist**

December 2004 - Present

Self-managed, internet-based illustration, modeling, animation, and web design. Previous projects include: the Onion News Network's "Close Range" iPhone Application, EffortEarth.com website design.

**Juror's Award**

Jan 2007

University of Pennsylvania Undergraduate Art Show. Triptych of 33"x40" pastel drawings.

## technical skills & interests

**Graphics:** Maya, Photoshop, AfterEffects, InDesign, Illustrator, ZBrush, Painter, Comicworks.

**Programming Languages:** C++, Java, HTML/CSS.

**Familiar With:** Qt, MotionBuilder, Gamebyro, PHP/MySQL, Python, LaTeX, MATLAB, UNIX.

**Interests:** Figure Modeling and Crowd Simulation, Shaders and Texture Painting, Writing and World Design, Online Communities, Cooking, Swing Dancing.