

# Miranda Chao

Tech + Arts

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## EDUCATION

Brown University  
Expected Graduation: May 2018  
Concentration: Computer Science and Visual Arts

## RELEVANT COURSEWORK

*Fall 2016*  
Intro to 3D Computer Animation  
2D Game Engines  
*Spring 2016*  
Topics in 3D Game Engine Development  
Character and Environment Design for 3D Games  
(RISD)  
*Fall 2015*  
Designing, Developing, and Evaluating User Interfaces  
Foundation Media: Sound and Image

## DEVELOPMENT SKILLS

*Experienced with:*  
Java, HTML/CSS, C#, XAML, Python, C++, Git  
*Familiar with:*  
C, Javascript, Linux, Unity, Unreal

## DESIGN SKILLS

Photoshop  
Illustrator  
Indesign  
Maya  
ZBrush

## INTERESTS

*Video Games and Storytelling*  
High interest in digital storytelling, design, and art  
Avid reader and writer, digital media buff  
*Art*  
Passionate digital artist, painter, and illustrator  
Practice in 2D, 3D, and digital media

## EXPERIENCE

### **Brown Graphics Lab**

UI/UX designer and software developer for pen and touch applications at Brown University  
Currently working on a digital whiteboard application  
Main designer for Touch Art Gallery, used by the Nobel Foundation in a traveling exhibition

### **Brown Game Developers**

Game design and art development for small indie games developed at Brown University  
Member of the digital art and art concept team

### **C+STEAM**

Project leader for computer science branch of STEM+Arts organization at Brown and RISD  
Organizes workshops and talks, hosts projects in subjects related to intersection of art and technology

### **Women in Computer Science**

Coordinator for WiCS at Brown  
Facilitates discussions, workshops, and events for supporting women and underrepresented minorities in computer science

### **VISIONS**

Webmaster and publicity chair for VISIONS, an Asian-American art and literary publication at Brown and RISD

### **Hack@Brown**

Web development and design for Brown University's annual student-run hackathon, [2016.hackatbrown.org](http://2016.hackatbrown.org)  
HTML/CSS, js, and python coding

### **Personal Projects**

Projects involving the intersection of technology and art, including pieces centered on virtual reality, projection, and self-immersion

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