Jenny Zhang

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EDUCATION

Massachusetts Institute of Technology GPA 4.8/5   Cambridge, MA
SB Candidate in Art and Design, Minors in Computer Science, WGS/CMS   Class of 2022

WORK EXPERIENCE

Object Based Media - MIT Media Lab   Fall 2019 - Summer 2020
Undergraduate Research   Cambridge, MA
- Designed a queer friendly makeup vanity for gender affirming makeup
- Created graphic design and kinetic typography spreads for trans/gnc icons with Illustrator

Cambridge Crops   Spring 2019
Software Developer   Cambridge, MA
- Designed Python program with OpenCV to detect coloring patterns in avocado crops
- Used to automate testing of produce preservation spray by monitoring ripeness levels

PERSONAL PROJECTS

Little Legends Series   Winter 2020
3D Modeling and Animation Practice
- High poly modeling, animation, rendering of three Teamfight Tactics characters
- Self taught texture painting in Blender and developed 2D to 3D morph technique in C++

Adventure Time Series   Summer 2020
3D Modeling and Animation Practice
- Low poly rendering of tree house and mid poly animation of four characters
- Self taught 3D modeling, rigging, and animation in Blender

App Development Experience
Rehabit Software Developer   Spring 2018
- Invented an Android app to periodically shuffle the location of apps to minimize environmental triggers and curb phone addiction.

ReFresh Software Developer   Spring 2017
- Established a platform for grocery stores, and school cafeterias to donate leftover meat, vegetables, and dairy to food banks and homeless shelters.

LEADERSHIP EXPERIENCE

MIT Women's Technology Program (WTP)   Summer 2019
Lead Python Tutor   Cambridge, MA
- Taught Python to 40 high school junior girls with no previous coding experience
- Focused on object oriented programming and conceptual, problem solving thinking.
- After 3 weeks, students coded their own fully functioning Tetris and Hangman games

MIT Borderlines Exec   Fall 2019 - Current
Co-President and Animation Chair   Cambridge, MA
- Led 1 on 1 and group workshops to teach students how to animate AR murals in Blender
- Project lead for projecting animations onto campus buildings as art exhibits during COVID

SKILLS & INTERESTS

- **Programming Languages:** C++, Java, Python, PHP, SQL, HTML, CSS, Javascript
- **Design Software:** Rhinoceros, Blender, Adobe Creative Suite
- **Interests:** Interactive Design, 3D Modeling, Animation, Game Dev