

katherine z. liu

programmer | designer | artist

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education

Stanford University

B.S. in Computer Science (Graphics), *expected 2021*

Relevant Coursework

CS248: Interactive Computer Graphics

CS348c: Computer Graphics: Animation and Simulation

CS142: Web Applications

CS110: Principles of Computer Systems

CS109: Mathematical Foundations of Computing

work experience

Freelance Designer, www.instagram.com/poxei

May 2016 – Present

- Sell art in independent online store with 10k+ audience; manage finances
- Exhibitor at art conventions with 50k+ turnstile attendance
- Artwork featured in 30+ zines, anthologies, and literary magazines
- Design and create artwork for clients according to specifications

Research Intern, Stanford Computer Science Undergraduate Research

June 2018 – November 2018

- Worked in a team of 5 to replicate a physical tree as a 3D model using 4K footage from drone-mounted cameras; worked with existing codebase developed by Professor Ron Fedkiw's lab
- Developed labeling interface in C++ to label branches in image space and generate positions in world space

Web Technologies Residential Counselor, Stanford Pre-Collegiate Studies

June 2017 – August 2017

- Guided students to understand Web Technologies course material
- Led students in recreational activities, acted as liaison between program and parents
- Worked with two classes of roughly 40 students each

projects



Sinder

November 2018

- Won an honorable mention in the inaugural Stanford Video Game Association Game Jam
- Individually created pixel art, UI, story, and Python code for a visual novel based on Tinder



Ethel the Ethics Dog

April 2018

- Won the WICS Choice award in the Stanford Women in CS hackathon
- Independently designed, animated, and coded a humorous 2D video game intended to teach tech ethics concepts to young children



Laser Lair

January 2018 – March 2018

- Worked in a team of 4 to create a 3D puzzle video game using Unity
- Modeled all 3D models, created animations (including walking, pushing, idle movements), painted title screen, designed UI

skills

Programming Languages

C++

Python

C

Java

Web Development

HTML/CSS

JavaScript

Node.js

MongoDB

Game Development

Blender

Unity

Houdini

Illustration & Design

Photoshop

InDesign

Sketch

Illustrator

Foreign Languages

Mandarin Chinese

Japanese

Spanish