

# Sally Huang

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- Summary**
- Industry experience in tech art, art, and tools engineering roles
  - Well-rounded education – Liberal arts undergrad in Film; Masters in Computer Science, focus in Game Design and Computer Graphics
  - Leader & initiator – initiated and led several student projects, including two game design competition winners
- Experience**
- Cornell University, Faculty of Computing and Info Sci**, Ithaca, NY  
*Teaching Assistant – CIS 300: Intro to Game Design* Fall '05, Sp '06, Sp '08
- As head TA of grading, coordinated grading and aggregated feedback
  - Led lab sessions, mentored student teams, wrote lab assignments
  - Gave game-industry related lectures
- Electronic Arts**, Redwood City, CA  
*Technical Artist for The Sims Division – MySims Team* June 2006 – Jan 2008
- Designed and implemented new level creation pipeline
  - Bridged communications between art and engineering
  - Uncovered mysteries behind hard-to-solve problems
  - Worked closely with art and engineering to design the game's "Create-a-Building" (CAB) mode – a modular data-driven building construction system
  - Designed and implemented meta-tagging tool for CAB
  - Owned metadata associated with CAB – created, managed, and tuned metadata iteratively with constant feedback from team members
  - Conducted acceptance tests for all art pipeline tools
  - Prototyped character shader as a cgfx shader in Maya
  - Improved employee experience as member of the People Core, a peer nominated group whose mission is to make the workplace more enjoyable
- Cornell University, Program of Computer Graphics**, Ithaca, NY  
*Teaching Assistant – CS 565: Computer Animation* Fall '04, Fall '05
- Instruct and critique students on projects during recitation and office hours
- Bethesda Softworks**, Rockville, MD  
*World Art Intern on The Elder Scrolls IV: Oblivion* Summer 2005
- Designed, built and set-dressed dungeons in *The Elder Scrolls IV: Oblivion*
  - Populated world with monsters, loot, and NPC routing nodes
  - Polished and optimized exterior environments
- Electronic Arts**, Redwood City, CA  
*Software Engineering Intern for the Central Technology Group* Spring 2005
- Designed and implemented UI for the Environment & Level Design tool used by *The Godfather: The Game* and *James Bond: From Russia with Love*
  - Worked directly with users to fix bugs and overcome design flaws
- Sony Pictures Imageworks**, Culver City, CA  
*Production Intern on Monster House* Summer 2004
- Supported pre-visualization and rigging pipeline for the film *Monster House*
  - Created UI for in house lighting software in Python and PyQt
- Technical skills**
- Software:* Maya, 3DS Max, Photoshop, Premier, Visual Studio, Perforce  
*Programming:* MEL Script, Java, C#, Python, OpenGL, cg, Qt, CSS, PHP
- Awards**
- 1<sup>st</sup> place in Games 4 Girls 2006 National Game Design Contest  
1<sup>st</sup> Runner Up in Mobile Game Mosh, 24hr Game Design Contest
- Education**
- Cornell University**, Ithaca, NY  
*Masters of Engineering* in Computer Science, Class of 2008, GPA: 3.8
- Leave of Absence May 2006 – Jan 2008 to Work
- BA* in Film with Games & Computer Graphics focus, Class of 2006, GPA: 3.4
- More Info** <http://www.SallyHuang.com/about>