Ellen Duong

Looking to make a change as an engineer, educator, artist, and social justice activist.

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EXPERIENCE

Brown University, Providence RI — *Senior Research Software Engineer*

ADJUNCT LECTURER IN INTERNATIONAL AND PUBLIC AFFAIRS, AUG 2023 - PRESENT

Teaching MPA 2065 - Introduction to Data Science and Programming

SENIOR RESEARCH SOFTWARE ENGINEER, JULY 2023 - PRESENT

RESEARCH SOFTWARE ENGINEER, MAY 2021 - JUNE 2023

On the Graphics, Software and Data Core team at the Center for Computation and Visualization

Columbia University, Remote — *High School Teacher*

AUG 2021 - PRESENT

Designed and taught an Introduction to Programming in Python course

LAIKA, Hillsboro OR — *Junior Technical Director*

JUNE 2018 - MARCH 2020

Extended existing tools and developed new features for production's needs that integrate with Shotgun (PostgreSQL), a database and project tracking software

Collaborated with non-technical end users to define requirements and develop prototypes from conception to deployment

University of Pennsylvania, Philadelphia PA — *Teaching Experience*

TEACHING ASSISTANT, CIS 566 PROCEDURAL GRAPHICS, JAN 2018 - MAY 2018

Helped shape curriculum and held weekly office hours for this graduate level computer science course on the algorithmic foundations of procedural modeling, texturing, and animation techniques

TEACHING ASSISTANT, FNAR 264 ART, DESIGN AND DIGITAL CULTURE, JAN 2015 - MAY 2018

Led coding workshops for artists and first-time programmers to create wearable data visualizations with a small group of TAs

MENTOR, CIS 110 INTRODUCTION TO COMPUTER SCIENCE, JAN 2016 - MAY 2016

Held weekly office hours for this Freshman-level computer science course

PlayStation America, San Mateo CA — *Software Test Engineering Intern*

MAY 2016 - AUGUST 2016

Automated testing of PlayStation SDK APIs using the PlayStation Library Testing Framework

Developed testing tools and enhanced testing infrastructure to compare differences in images

EDUCATION

University of Pennsylvania, Philadelphia PA

Master of Science in Engineering in Computer Graphics and Game Technologies

MAY 2018

Bachelor of Science in Engineering in Digital Media Design

MAY 2018

Minor in Fine Arts

SKILLS

Tools & Technologies

Vue, React Native, Typescript / Javascript, Python, HTML, CSS, C#, Git, Database management, data analysis, Adobe Photoshop, Illustrator, Unity

Soft Skills

Active listening, adaptability, willingness to learn, critical thinking, creativity, teamwork

AWARDS

Excellence in Staff Leadership (May 2018) by College Houses and Academic Services, University of Pennsylvania

Book Award (2017) by the Association of Alumnae, University of Pennsylvania awarded to a 3rd year student for true merit

INTERESTS

Advancing Women in Engineering

Asian American Identity

Social Justice

Community Service

Education

Happiness and Mental Wellness

Theatre