

Alice Liu

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EDUCATION

Stanford University

Sep 2021 - Present

B.S., Computer Science (Visual Computing) (GPA: 4.0/4.0)

Stanford, CA

- Organizations: SIGGRAPH Chapter, Storyboard Club, Women in Computer Science, Stanford ACM
- Relevant Coursework: Mathematical Foundations of Computing, Computer Systems, Computer Graphics, Linear Algebra, Multivariable Calculus, Differential Equations, Computer Vision, Virtual Reality, Animation and Simulation, Algorithms

EXPERIENCE

Stanford SHAPE Lab

May 2022 - September 2022

Research Intern

Stanford, CA

- Conducted research under Jingyi Li with a focus in creating tools for use in the research pipeline.
- Constructed 3D garment meshes in Blender and rigged them to a human base, wrote Python scripts to automate the binding of meshes to armature rigs in Blender.

ACM SIGGRAPH

July 2022 - August 2022

Student Volunteer

Vancouver, BC

- Volunteered 25+ hours in annual SIGGRAPH (Special Interest Group on Computer Graphics and Interactive Techniques) conference in computer graphics with 10k+ attendees.
- Interacted with hundreds of attendees daily and answered questions, assisted exhibitors in running exhibitions, ensured convention rules were followed.

Stanford Art Gallery

November 2021 - Present

Gallery Attendant

Stanford, CA

- Opened and closed the gallery during start and closing hours, checked in visitors and ensured pandemic safety protocols. Discussed with individual exhibitors on how to appropriately oversee their artworks.

Reinvented Magazine

December 2019 - August 2021

Creative Director

Remote

- Oversaw a team of students in designing graphics for a non-profit print magazine for women in STEM, with over 10k copies distributed. Designed merchandise to be used in fundraisers with over 500 units sold.

TeenHacks LI

July 2019 - August 2021

Director

Long Island, NY

- Led the marketing for in-person and virtual high school hackathons, averaging 200+ attendants per event.
- Completely rebranded organization's graphics to form a cohesive brand identity.

PROJECTS

Virtual Reality Planet Exploration Game

May 2021 - June 2021

- Developed VR game in Unity3D for use with the View-Master HMD and VRduino. Modeled and textured all in-game assets and wrote game code in C#, implementing player movement and objectives.

SKILLS

Languages: C++; C#; Python; Java; JavaScript; HTML; CSS

Technologies: OpenGL; WebGL; NumPy; Three.js; Unity; Unreal Engine; Blender; Maya; Substance Painter; Houdini; ZBrush