

CAMILLE YANG

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EDUCATION

Dartmouth College, Hanover, NH

June 2025

Bachelor of Arts, Major in Computer Science Modified with Digital Art and Film and Media Studies

GPA 3.76/4.0

Relevant Coursework: AR VR Design, Digital Design, Intro to UI UX Design, Video Mashups, 3D Modeling, Digital Fabrication & Rapid Prototyping, Animation: Principles and Practice

Honors/Awards: Citation for Academic Excellence in American Silent Film Comedies Film 7.19, 2x Neukom Scholarship - Spring 2022 and Summer 2022, Seal of Biliteracy for French, 2nd Place winner for Dartmouth Jones Media Center 48 Hour Video Contest

Paris Foreign Study Program, Paris, France

Jan 2023-Mar 2023

Immersion program with classes in French Literature, Culture, and Art History at Columbia's Reid Hall taught in French

RELEVANT WORK EXPERIENCE

Digital Applied Learning and Innovation (DALI) Lab, Hanover, NH

January 2022-Present

Animator

- Storyboarded and created high-quality AfterEffects animations for several impactful projects: CS52 FullStack Web Development MOOC, DALI Values video for Lab's 10 Year Anniversary, WISE organization, and Dartmouth's Computer Science Department.
- Collaborated in interdisciplinary teams comprising four to six members, working closely with developers and designers to successfully bring to life the vision commissioned by our partners by the assigned deadline
- Contributed ideas and provided constructive suggestions for change during two weekly team meetings, one design meeting, and one all-lab meeting, promoting effective communication and enhancing project cohesion

Jones Media Center, Hanover, NH

June 2023-Present

Creative and Technical Services Assistant

- Designed posters and custom animations using the Adobe Suite for Dartmouth College's Media Center, creating the motion graphics featured on the TV's throughout the term, enhancing its promotional material
- Projects include custom Fall and Winter Hours motion graphics poster, Hispanic Heritage Month video, Halloween Posters and Animations, Native American Heritage Month Poster, Biography Video and Daily Hours Poster on display in the library
- Facilitated student learning by providing support and guidance in video editing and creative software.

Lord Miller Productions, Los Angeles, California

January 2024-March 2024

Development Intern, Film and Television

- Wrote timely coverages (1-2 pages for script/8-10 pages for books) for feature length 100 page scripts and 400 page books
- Streamlined and optimized workflow to create databases matching Talent to their Agency using Excel Spreadsheets
- Participated in weekly meetings with the company, providing feedback for screenings of films such as Sundance Shorts

Dartmouth Reality and Robotics Lab, Hanover, NH

November 2023-March 2024

UI UX Designer, Human Motion Lab

- Workshopped ideas in design biweekly meetings to develop a dance teaching app led by doctoral student Julien Blanchet
- Collaborated closely in a team of four to iterate and optimize the user flow for the dance app prototype
- Utilized Figma to present and design intuitive and accessible user interface mock-ups in preparation for each meeting

TiltFactor, Hanover, NH

Jan 2022-June 2022

Research Assistant for AI, Glitch Lab

- Planned and Executed PortraIts - Feminist AI Art exhibition (May 22 - 27, 2022)
- Brainstormed ideas and implemented ideas for Professor Mary Flanagan's projects; created poster promoting event

LEADERSHIP & ADDITIONAL EXPERIENCE

Phi Tau Greek House, Hanover, NH

June 2023-Present

Social Chair

- Initiated creative brainstorming sessions to develop engaging themes for weekly open to campus ice cream social events (sundae evening extravaganza) focused on fostering inclusivity with gluten free and dairy free options
- Designed unique posters on Photoshop and engaging email advertisements sent to campus on a weekly basis, contributing to increased event attendance, and resulting in the viral circulation of promotional materials garnering thousands of likes
- Showcased robust organizational skills through effective budgeting, planning, coordination, and execution of successful weekly ice cream events. Presented and defended pitched themes and budget to the Greek Life Council for approval for funds monthly.

SKILLS & INTERESTS

Creative Software: Adobe Creative Cloud - Photoshop, After Effects, Premiere, Animate, Illustrator; DragonFrame - *Stop Motion Software*; Figma - *UI UX design*; Unity, Blender, Autodesk Maya - *3D Modeling, Animation*; Fusion 360, PrusaSlicer - *3D Printing*

Additional Artistic Mediums: Watercolor, Charcoal, Life Drawing, Photography

Coding: HTML/CSS, JavaScript, Python, Java

Languages: English (Native), French (Fluent), Mandarin (Spoken at Home)

Other: Rhode Island School of Design Animation Summer Program in Providence, RI from Jun-Aug 2019, U.S. Citizenship