

Christina Mei Ngook Westbrook

Software Engineer

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TECHNOLOGIES

Python, JavaScript (AJAX, JSON), HTML, CSS, SQL, Flask, jQuery, Bootstrap, Jinja, PostgreSQL, Git, three.js, Rhino 3D, Fusion 360

EXPERIENCE

Product Architect Intern

5/2017 - 9/2017

RogueReality.co

San Francisco, CA

Helped test and troubleshoot AR (Augmented Reality) code on mobile devices. Basic C++ and Unreal Engine training for a possible VR (Virtual Reality) project. Aided the company with networking and setup at various Virtual Reality/Machine Learning events/conferences.

3D Modeler / Designer / Owner

2009 - Present

C Westbrook Designs

San Francisco, CA

Independently ran the operations and day-to-day of private 3D modeling business. Designed, created, advertised and sold 3D materials including iPhone cases and jewelry. Currently maintaining business on a part-time basis.

Summer Program Teacher

7/2015 - 8/2016 & 7/2016 - 8/2016

SkyKids

San Francisco, CA

Managed summer camp classes of up to 18 children, guiding them to learn the basics of 3D modeling and 3D printing. Spearheaded creative art projects for students, and supported helpers and counselors with best-practices on assisting camp students.

3D Printing Community Service Manager

5/2011 - 2/2013

Ponoko

Oakland, CA

Aided customers on making their designs 3D printable. Created tutorials and blog posts to guide users through 3D modeling basics. Consulted with artists and designers on how to make successful prints.

SPEAKING ENGAGEMENTS

Crowd Companies Summit

TechShop San Francisco, 2014

Featured on a panel with TechShop CEO Mark Hatch and Brit+Co CEO Brit Morin; we discussed a wide variety of topics regarding the maker movement, 3D Printing, and the future of making.

Inside 3D Printing Conference and Expo

Santa Clara Convention Center, 2014

In a 2 hour panel with an audience of approximately 30 people I primarily discussed the topic of 3D printing for jewelry, what is possible now, and what the future might hold.

Ponoko 3D Printing Meetup

Autodesk Gallery San Francisco,

2011 Presented an overview of 3D Printing, its potential, and a brief tutorial on how to 3D model for 3D printing to a group of approximately 20.

CODING PROJECT

Project Miniverse | Intertwining my background in 3D modeling, I created a mini version of the 3D model file sharing site "Thingiverse" that allows users to share, showcase, and download small 3D models that are in a 3D printable format. Users upload their 3D models then can view and interact with a 3D representation of the 3D model in real time. Github link: github.com/CWestbrookSF/Project-Miniverse

EDUCATION

Hackbright Academy | Software Engineering Fellowship

Academy of Art University | Bachelor of Fine Arts, Computer Arts / 3D Modeling

University of San Francisco | Philosophy

City College of San Francisco | Coursework in HTML, CSS, Metalworking