

Anhua Wu

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ABOUT ME

First-year MSI student focused on HCI/UX design and research

PORTFOLIO

Online Portfolio [↗](#)

<https://anhuawu.github.io/portfolio.github.io>

An one-page online portfolio featuring coding and graphic design projects and other personal drawings and sketches.

SKILLS

Adobe Creative Suite ● ● ● ● ●

Programming in C++,
Python, JavaScript, C#,
HTML and CSS ● ● ● ● ●

Version control: GitHub ● ● ● ● ●

★ ACTIVITIES

Michigan Open UX

- Participated in weekly education meetings on UX design and research.

🌐 LANGUAGES

- Chinese (native)
- English (professional, TOEFL:117)
- Japanese (beginner)

🎓 EDUCATION

Computer Science - LSA

University of Michigan, Ann Arbor

08/2020 – 05/2023

- **GPA:** 3.6/4.0

• Relevant Coursework:

ARTDES 176 Graphic design | *ARTDES 193* Web Design | *EECS 388* Computer Security
EECS 485 Web Systems | *EECS 481* Software Engineering | *EECS 493* User Interface
EECS 494 Game Development

Psychology

The Ohio State University

08/2019 – 05/2020

- **GPA:** 3.88/4.0

💼 EXPERIENCE

Programmer and QA | WolverineSoft Studio

Unity, C#, Confluence, Jira, Bitbucket

05/2023 – present

- Implemented UI and multiple weapons/mods for the studio's case
- Worked as a technical QA member that documented bugs during playtesting and then fixed bugs

Graphic Design Intern | UofM Arts Initiative

Illustrator, Photoshop, InDesign, Procreate, Mailchimp

09/2022 – 03/2023

- Coordinated with the team to develop branding concepts and design elements
- Assisted in the design of logos, emails, and flyers for the arts events and programs available on campus

📁 PROJECTS

BunSpace branding project

Adobe Creative Suites, Procreate

- Conducted analysis of the website and its targeted users
- Redesigned the logos, typography, and color schemes with InDesign and AI

RommieMatter [↗](#)

Procreate, XD, HTML and CSS

- A web-based application that assists the communications on schedule and chores between roommates
- Designed and implemented the current frontend of the application in HTML and CSS
- Created logo sketches for the application

RoBoo [↗](#)

Unity, C#, PixilArt

A 2D platform puzzler game built from scratch in Unity

- Implemented player controller, inventory, and animation
- Designed and implemented UI components, guidance levels, level maps, and level progression
- Curated online art, SFX, and music assets for the game that fits the underwater puzzle solving theme