Anhua Wu

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👤 ABOUT ME

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

🛠 PORTFOLIO

Online Portfolio 🔗
https://anhuaw.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 ● ● ● ● ○
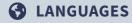
Programming in C++, Python, JavaScript, C#, HTML and CSS ● ● ● ● ○

Verion 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

Master of Science In Information | UofM School of Information
08/2023 – 05/2025

BS in Computer Science | UofM LSA
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

Grahpic 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