

# Anhua Wu

Ann Arbor, MI | 4782505544 | [anhuawu@umich.edu](mailto:anhuawu@umich.edu)  
<https://anhuaw.github.io/portfolio.github.io/>

## EDUCATION

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### School of Information, University Of Michigan

Master of Science in Human-Computer Interaction

Ann Arbor, MI  
Expected Graduation: May 2025

*Relevant Coursework:* Contextual Inquiry and Foundation in Consulting | Interaction Design | Graphic Design |

### College of Literature, Science and Arts, University Of Michigan

Bachelor of Science in Computer Science

Ann Arbor, MI  
Aug 2020 - May 2023

*Relevant Coursework:* | Web Systems Software Engineering | User Interface | Graphic Design | Game Development |

## EXPERIENCE

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### WolverineSoft Studio

UX Designer & Engineer

Ann Arbor, MI  
Aug 2023 – Dec 2023

- Designed and implemented the current UI for systems including overworld, combat, and settings
- Led weekly meetings with the UI/UX team to present the detailed interaction flow to programmers, designers and sound engineers to ensure a seamless transition from design to implementation

### Arts Initiative, University of Michigan

Graphic Design Intern

Ann Arbor, MI  
Sept 2022 – March 2023

- Coordinated with the team to develop branding concepts and design elements
- Generated logos, emails, and flyers using Adobe Illustrator, InDesign, and MailChimp for the arts events and programs available on campus

## PROJECTS

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### Timecraft:

Time management tool

Sep 2023 – Dec 2023

UX researcher and designer

- Collected and analyzed qualitative and quantitative data through user interviews and usability tests to identify user pain points with the help of an affinity map
- Created interactive wireframe for usability testing and high fidelity mockup for our final deliverable based on the data analysis performed

### Web-First, Accessible Game Engine Research: <https://github.com/ayarger/timber>

Aug 2023 – Present

UX Designer and Engineer

- Prototyped and programmed the character stat system which supports dynamic overhead UI for users to customize at runtime with the help of Godot, C# and Figma
- Sketched and created prototypes for player HUD, inventory, and editor menu for visualization and evaluation using Procreate and Figma

### Roboo: <https://dame-dane.itch.io/roboo>

Feb - April 2023

A 2D platform puzzle game built from scratch in Unity

- Implemented player controller, inventory, and animation for the prototype using C# and Unity
- Curated online art, SFX, and music assets from open source, royalty free websites to create a more immersive, sci-fi underwater environment
- Iterated on the UI components, guidance levels, level maps, and the level progression system for improved gameplay experience

## SKILLS

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**User Experience Design and Research:** User Research, Personas, Site Map, User Flow Diagram, Prototyping, Usability Testing, Miro, Adobe XD, Figma, Axure

**Graphic Design:** Adobe Illustrator, Photoshop, InDesign, XD, Figma, Axure, ProCreate, PixilArt

**Web Development:** Flask, SQLite, HTML and CSS, Javascript, React, Bootstrap

**Software Engineering:** C++, Java, Python, Data Structure and Algorithm, Object-Oriented Programming, Version Control(Git), Agile Development, Quality Assurance

**Game Development:** C#, Unity, Godot, Wwise