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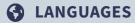
Programming in C++, Python, JavaScript, C#, HTML and CSS ●●●●○

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

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

UI programmer and tester

WolverineSoft Studio | University of Michigan

05/2023 – present

- Worked with the design team to complete UI implementation for the studio's summer cycle case study on Nova Drift

Grahpic Design Intern

Arts Initiative | Univeristy of Michigan

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

- Conducted analysis of the website and its targeted users
- Redesigned the logos, typography, and color schemes with InDesign and AI
- Rearranged patterns and elements for poster and other collateral design for the fund-raising event Pennies for Bunnies using Photoshop

RommieMatter 🔗

https://roomiematter.com/

- 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 🔗

https://dame-dane.itch.io/roboo

A 2D platform puzzler game built from scratch in Unity
- Designed and implemented UI components and level maps
- Designed and implemented character animation and title animation
- Curated online art, SFX, and music assets for the game