

## BRITNEY TU RESUME

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LINKEDIN: <https://www.linkedin.com/in/britney-tu-175499172/>

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Temp Portfolio: <https://arttudesign.wordpress.com/>

PORTFOLIO (COMING SOON): <http://btudesign.com/>

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### EXPERIENCE

#### REPLENISHMENT ASSOCIATE AT THE MICHAELS COMPANIES INC. (AUG 2019 – PRESENT)

Helped unload trucks, sort the boxes, and restock shelves. Other responsibilities included assisting any customer needs and keeping the aisles organized and clean as possible.

#### DREXEL WORK STUDY (NOV 2018 – PRESENT)

Created and maintain a blog post series on [Drexel's IDM Lab website](#) titled, "[3 Questions with Alumni](#)". This required researching alumni of the [Digital Media](#) Program more specifically focusing on Interactive Digital Media, creating questions to ask the alumni through email or [LinkedIn](#), and creating post using Word Press once responses have been received. Other responsibilities include keeping the IDM lab site up to date with posts.

#### [CAREER STUDY](#) AT [PASD](#) (MAY 2018 – JUNE 2018)

Assisted the art teachers and other career study students in setting up art shows for the school district. Other responsibilities include organizing and cleaning out the art rooms, creating and applying murals at various locations, and designing posters for the art shows.

### VOLUNTEER

#### [DORNSIFE](#) (MAY 31, 2019 & JUNE 7, 2019)

Maintain the labs at the Dornsife center and aided the visitors of the location.

### EDUCATION

#### SCHOOLS

- Drexel University – [Interactive Digital Media](#) Bachelor's Degree [3141 Chestnut St, Philadelphia, PA 19104] Grad yr 2022

#### RELATED COURSES

##### [INTERACTION DESIGN](#)

We explored principles, patterns and process for interaction design, define the structure and behavior of interactive systems and how these can be used to create meaningful relationships between people and the products and services that they use.

##### [USER INTERFACE DESIGN I](#)

This course covers the design, prototyping, and evaluation of graphical user interfaces by exploring topics like human capabilities, input technologies, heuristic evaluation, and design methods, principles and rules.

##### [USER INTERFACE DESIGN II](#)

We explored topics of graphical user interface design for desktop, mobile, and touch screen devices.

##### [HUMAN-COMPUTER INTERACTION](#)

This course introduces the field of human-computer interaction, including a variety of approaches for conceptualizing, designing, and evaluating user interfaces and experiences. This course focuses on using design thinking to define problems and solutions and developing skills for critiquing interactive systems.

##### [MAKERS WORKSHOP](#)

This course is an introduction to making, the composing and decomposing of physical artifacts and digital technologies to suit a variety of purposes – from practical to whimsical. Students will learn to take things apart, explore tools and materials, and build wondrous, wild art that's part science and part technology.

#### ACCOMPLISHMENTS

- Dean's List ([Fall 2018](#), [Winter 2019](#), Spring 2019)