Marisa Lu

findme@marisa.lu
Portfolio shown in person

Education

Carnegie Mellon University
Bachelors, Class of 2019
Design + HCI double
Dean's List

Honors + Press + Talks

WWDC '24 AIML Live Event Speaker:
'Bringing AI Models to Apple platforms'

Ai & Art talk at Asian Art Museum SF
'The Love Languages of Visual Craft'

WWDC '21 Co writer for talk:
'Discoverable Design'

FastCo World Changing Ideas '21
FastCo Innovation by Design '18

Judge for Apple Design Awards

Patents in 2018, '20, '22, '24, '25

Exhibition @ Decentral Art Pavilion
during Venice Biennale '22

Published at TEI Conf. '17 & '19

Data&Society's Conf. Exhibition '18

Featured on Unilad, Bouncy Media '17

Design Class Merit Award '16, '18

CMU Presidential Scholar

Skills

Interaction design
Adobe CC
Illustration & VFX
3D modeling + motion
Sketch / Figma

HTML, CSS, JS
SwiftUI, UIKit
Java, Python
Unity (C#)

Experience

Human Interface Designer |

Current

1 of 4 interaction designers on a new hardware product category, defining product experiences, refining software-hardware specs, and incubating an ai-first OS through prototypes, physical demos, and concept videos.

Additionally responsible for Apple Pencil's user experiences. Own end-to-end processes from concept to implementation, collaborating directly with leadership. Shipped Smart Script in Math Notes & Notes. New brushes.

HID Prototyper |

2018 Summer, 2019 - 2023
Design and prototype experimental software and usecases to explore what new hardware might bring to our current and future products.

Contributed to Scribble for iPad, RoomPlan, parts of Vision Pro, UltraWide Cam

Illustrator + Technical Artist | Freelance

2016 - 2021
Design, 3D model, animate, and/or handle VFX on album art, music videos, pitch work (for clients such as Aguilera, Lizzo, Cardi B, FKTwigs)

Prototyper | Pison Technology Startup

Fall 2018
Remote contract to design gestural interactions and develop signal processing demos for electro-neurographic wearable

Visual Designer | Google

Summer Internship 2017
Help GSuite redesign with comprehensive visual audit, and make new system of spec flexible components for 2018 launch.

Research Lab Assistant | CMU Language Lab, Robotics Lab

Part Time 2016 - 2019
Built speech driven animated books for enhancing language learning. Create VR teleoperating system for demonstration learning model.

Projects

Google Creative Lab AI Research Grant
Speculative design concept and prototype of a robotic system to give body and expression to the AI assistant running on phone.

FastCo Award-winning Chrome Extension
Coded 'shADe' from first working demo to Chrome Store release. The extension puts sustainability rating stickers on brands as you browse, and supports click-to-visually-look-up similar, but more sustainble alternatives.