

# ANNA RIPPERT

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## SKILLS

User-centered Design  
User Research  
Storytelling  
Wireframing  
Rapid Prototyping  
Interaction Design  
Usability Testing  
User Journeys

## PROGRAMMING LANGUAGES

HTML  
CSS  
Javascript  
Python  
Java  
SQL  
Swift  
Ruby on Rails

## LANGUAGES

English  
German  
Spanish

## TOOLS

Figma  
InVision  
Sketch  
Mural  
Balsamiq  
Maya  
GitHub

## RELEVANT COURSEWORK

Application Design & Development  
Programming Usable Interfaces  
Interaction Design Studio  
Designing Human-Centered Software  
User-Centered Research & Evaluation  
HCI for Startups  
Fundamentals of Programming & CS  
Introduction to Data Structures  
Intro to 3D Animation  
Innovation & Entrepreneurial Mindset  
Reasoning with Data

## EDUCATION

### Carnegie Mellon University

August 2019 to May 2023 / Pittsburgh, PA  
BS Information Systems  
Additional Major in Human-Computer Interaction  
Minor in Animation  
Minor in Game Design  
GPA: 3.7/4.0, Dean's list, High Honors

### New York University, Tisch School of the Arts

August 2018 / New York, NY  
Game Design, Game Development, Game Literacy

### Stanford University Pre-collegiate

August 2017 / Palo Alto, CA  
Computer Simulations & Interactive Media

## EXPERIENCE

### UX Design Intern / Amazon

May 2022 to Aug 2022 / Seattle, WA  
Redesigned the Brand Registry homepage for the Brand Protection Experience team to create a more enhanced and functional user experience. Worked closely with engineers, PMs, legal, UX researchers, UX writers, and designers. Assisted in running a workshop with stakeholders to identify business needs. Designed and validated human-centered designs through concept and user testing.

### Teaching Assistant / Carnegie Mellon University

Jan 2022 to May 2022 / Pittsburgh, PA  
Provided feedback, guidance, and mentorship to 50+ students on assignments and lecture materials in the course Designing Human-Centered Software.

### Interaction Design Research Intern / Human-Computer Interaction Institute, CMU

June 2021 to Aug 2021 / Remote  
Designed an AI-based tutoring software to help teachers develop tutors for both simple and complex problem-solving. Conducted 8 interviews with teachers to test user-centered designs and interactions. Improved usability of the platform by 80%.

### UX/UI Design Intern / Dadel

June 2021 to Aug 2021 / Remote  
Led the design of a desktop application for nonprofit organizations to increase their engagement with members. Interviewed 20+ nonprofit organizations and researched how companies manage information to engage effectively with members. Collaborated with CEOs to develop a pitch deck and video for the Duquesne Venture Challenge.

### Game Development Lead / Neurosyense

Sept 2020 to June 2021 / Remote  
Programmed and designed interactive 3D games using Unity that test and measure collaborative skills to help companies hire ideal candidates for teams. Oversaw cross-functional team and led weekly team meetings for this startup.

### 3D Animation Intern / AiPEX Artificial Intelligence Lab, CMU

June 2020 to Aug 2020 / Remote  
Collaborated with engineers to develop a virtual 3D environment of Carnegie Mellon University using Unity for simulation and educational purposes during the pandemic.