

Annie Fu

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Skills

Product Design

HTML/CSS, Sketch, Figma, InVision, Balsamiq, Adobe Creative Cloud, Blender, Autodesk Fusion 360, pen + paper

Programming

Python, Java, R, JavaScript, SQL, PHP, React, jQuery, Unity, Unreal Engine, Node.js, D3

Relevant Coursework

Data Driven Web Applications
Data, Technology, & Global Development
Visual Imaging for the Electronic Age
Design and Programming for the Web
Object-Oriented Prog. & Data Structures
Data Analytics for Information Science
Rapid Prototyping and Physical Computing
Human-Computer Interaction Design
Designing Technology for Social Impact
Information Ethics, Law, and Policy

Projects

VR Voyager: Hackathon Winner WiCHacks | March 2020

__Designed and developed [Virtual Reality world](#) for young learners using Figma and Unreal Engine 4.

__Crafted website landing page with user research, HTML/CSS, and Javascript.

__Received Northrop Grumman Prize for Most Reliable Hack.

Forsight: Hackathon Winner BigRed//Hacks | September 2019

__Designed and developed educational web app promoting accessibility in digital design.

__Bloomberg Prize for Best Hack for Social Good.

Detroit Public Transit December 2018 – January 2019

__Conducted UX Research and conceptualized updated Detroit Transit iOS App.

__Wrote [article](#) summarizing findings.

Cornell University | Class of 2021

B.A. Information Science

GPA: 3.69

Concentrations User Experience Design, Data Science

Minor English

Experience

Cornell Sustainability Office | Energy Dashboard Coordinator

May 2019 – Present

__Craft data visualizations of energy data from RESTful and JSON APIs. Apply UX principles to communicate conservation goals for residential and building administration clientele.

__Employ BuildingOS Content Management System to analyze and report campus-wide energy usage.

Cornell Dept. Information Science | Teaching Assistant

August 2019 – Present

__TA for INFO 4240: Designing Technology for Social Impact

__Evaluate student work and provide constructive feedback around socially-conscious design principles.

Sirimangalo International | UX and Front-end Engineer

December 2019 – March 2020

__Develop and test an open source educational web application for Pali language and Buddhist scripture, using HTML/CSS, Javascript.

__Conceptualize and prototype interface redesign features using Figma.

Cornell Dept. Sociology | PhD Research Data Analyst

April 2019 – Jan 2020

__Extract socio-economic language data by writing Python web scraping scripts for Web of Science searches.

__Utilize Regex, Pandas, Scikit-Learn, and R to model trends in text data.

Cornell Virtual Embodiment Lab | Research Assistant

August 2019 – Jan 2020

__Conduct interactive studies for observing impact of Virtual Reality on mental wellbeing and emotional affect.

__Design study environment in Unity using C# and Oculus Rift.

Leadership & Involvement

Kitsch Magazine | Co-Editor in Chief

January 2018 – Present

__Lead editorial team in designing, writing and illustrating a semesterly alternative opinion magazine.

Cornell U. Sustainable Design | User Research Lead

January 2019 – Present

__Manage team of designers in conducting empathy fieldwork, testing design prototypes, and analyzing data of Ithaca public parking garages.

Dear Cornell Freshmen, | President

September 2018 – Present

__Curate, edit, and source letters of advice and reflection from campus leaders and alumni to incoming freshmen for an online publication.