ANNIE FU

www.annie-fu.com
af397@cornell.edu
248.513.1313
Northville, MI

EDUCATION

Aug '19 – May '21
Ithaca, NY

Cornell University
B.A. in Information Science. Concentrations in Data Science and User Experience. Minor in English. GPA: 3.69.

EXPERIENCE

Jan '20 – Mar '20
Ontario, CA

Sirimangalo International – *User Experience Designer*
Developed and tested an educational web application for Pali language and Buddhist scripture using HTML/CSS, Javascript, and React. Prototyped interface redesign using Figma.

May '19 — Pres
Ithaca, NY

Cornell University – *Energy Data Coordinator*
Consult design and full-stack development of energy data management dashboard. Visualize data and communicate conservation goals for residential and building administration clientele.

Aug '19 — Pres
Ithaca, NY

Cornell University – *Teaching Assistant*
Teaching Assistant for INFO 4240: Designing Technology for Social Impact. Evaluating student work and providing constructive feedback around socially-conscious design principles.

May '19 — Dec '19
Ithaca, NY

Cornell University – *Computational Research Assistant*
Extract socio-economic language data by writing Python web scraping scripts for Web of Science searches. Utilize Regex, Pandas, Scikit-Learn, and R to visualize trends in text data.

LEADERSHIP & INVOLVEMENT

Feb '19 — Pres
Ithaca, NY

Cornell U. Sustainable Design
User Research Lead
Organizing a team of designers in conducting empathy fieldwork, applying design thinking tools, and testing design prototypes. Providing consultation to City Hall for optimizing three public parking garages.

Jan '20 — Pres
Ithaca, NY

Cornell Creative Computing Club
VR Developer
Collaborating with a team of designers and developers to create an immersive Virtual Reality subway thriller game in Unity.

SKILLS

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

Programming/Data
Python, Java, R, C#, JavaScript, SQL, PHP, React, Unreal Engine 4, Unity, Node.js, D3.js, Arduino, Processing

COURSEWORK

Data Analytics for Information Science
Object-Oriented Prog. and Data Structures
Data-Driven Web Applications
Design and Programming for the Web
Trends in Web Development
Visual Imaging in the Electronic Age
Human-Computer Interaction Design
Rapid Prototyping and Physical Computing

PROJECTS

CanvasController: *Accessible Art*
Spring '20

Designed and prototyped assistive digital drawing tool with Arduino, Processing 3 and rapid prototyping hardware.

VR Voyager: *Virtual Reality Design*
Spring '20

Designed and developed Virtual Reality world for young learners using Figma and Unreal Engine 4. Won Northrop Grumman Prize for Most Reliable Hack.

Forsight: *Accessible Design App*
Fall '19

Designed and developed educational web app promoting accessibility in User Experience design. Won Bloomberg Prize for Best Hack for Social Good.