

Annie Fu

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Skills

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
Human-Computer Interaction Design
Designing Technology for Social Impact
Rapid Prototyping and Physical Computing
Design and Programming for the Web
Visual Imaging in the Electronic Age
Introduction to Visual Studies
Data, Technology, & Global Development
Creative Writing
Information Ethics, Law, and Policy

Projects

Forsight: Hackathon Winner BigRed//Hacks | September 2019

__Bloomberg Prize for Best Hack for Social Good.
__Designed and developed educational web app promoting accessibility in digital design.

VR Voyager: Hackathon Winner WiCHacks | March 2020

__Designed and developed [Virtual Reality world](#) for young learners using Figma and Unreal Engine 4.
__Received Northrop Grumman Prize for Most Reliable Hack.

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

Sirimangalo International | UX and Front-end Engineer

December 2019 – Present

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

__Conceptualize and prototype interface redesign features using Figma.

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.

Cornell Virtual Embodiment Lab | Research Assistant

August 2019 – Present

__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.

Cornell Sustainability Office | Energy Dashboard Coordinator

May 2019 – Present

__Apply principles of UX design to visualize energy data and communicate conservation goals for residential and building administration clientele.

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

Strand Magazine | Online Editorial Intern

May 2018 – August 2018

__Conducted Search Engine Optimization, analyzed social media analytics, and managed the online store of quarterly fiction magazine.

__Edited and published online content from authors and contributors.

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 from campus leaders and alumni to incoming freshmen for an online publication.