

# 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

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## Experience

### Cornell Sustainability Office | Energy Dashboard Coordinator

May 2019 – Present

\_\_Craft energy data visualization dashboards through REST/JSON APIs to Energy Management back-end. 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 | Computational Research Assistant

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.