

Annie Fu

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Skills

Product Design

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

Programming

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

Relevant Coursework

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

Projects

CanvasController: Accessible Art INFO 4320 | April 2020

__Prototyped assistive digital drawing tool with Arduino and rapid prototyping
__Allows physically impaired individuals to create colorful, personalized artwork with the push of a button.

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.

Forsight: Hackathon Winner BigRed//Hacks | September 2019

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

Cornell University | Class of 2021

GPA: 3.69

B.A. Information Science

Concentrations User Experience Design, Data Science

Minor English

Experience

Sirimangalo International | User Experience Designer

December 2019 – March 2020

__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 – January 2020

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

__Employ 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.

Cornell Dept. Sociology | Computational Research Assistant

April 2019 – January 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.

Leadership & Involvement

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.

Cornell Creative Computing Club | VR Developer

January 2020 – Present

__Work with a team of designers and developers to create an immersive Virtual Reality subway thriller game in Unity, with C#.

Kitsch Magazine | Co-Editor in Chief

January 2018 – Present

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