

# ANNIE HUGHEY

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## PROFESSIONAL EXPERIENCE

### **Sweets By Sarah K**, Spokane, WA — *Web Designer*

JAN 2018 - PRESENT

Free-lance web designer & developer for a small cookie business.  
Directly responsible to business owners for all site changes.  
<https://www.sweetsbysarahk.com/>

### **Caxy Interactive**, Chicago, IL — *UX/UI Design & Front-end Web Development Intern*

MAY 2017 - AUGUST 2017

Worked as a UX designer and researcher for two different client website redesigns, and as a front-end developer creating email newsletters.

## EDUCATION

### **Cornell University**, Information Science — *3.0 GPA*

AUG 2014 - MAY 2018

Completed a B.A. in Information Science while concentrating in interactive technologies & user experience, and minoring in game design.

## INVOLVEMENT

### **Game Design Initiative at Cornell** — *UX & Graphic Designer*

JAN 2017 - MAY 2018

Lead designer for the slide-until-blocked puzzle game, Operation Bitwise, awarded 'Best Gameplay' at the GDIAC Showcase in May.

### **Virtual Embodiment Lab, Oculus Rift** — *Research Assistant*

JAN 2017 - MAY 2018

Designed and developed a quiz game using Unity in C# for a physics education research study in VR funded by Oculus Rift through Cornell.

### **INFO 1300 & 2300: Web Programming** — *Teaching Assistant*

AUG 2017 - MAY 2018

Held weekly office hours, graded assignments, and taught a lab section.

## TECHNICAL EXPERIENCE

HTML, CSS, PHP, JavaScript

Java, Python, Arduino, C#

Unity, Hifidelity, Oculus Rift, HTC Vive

Adobe CC: Photoshop, Illustrator, AfterEffects, Animate, InDesign, XD

## DESIGN SKILLS

HCI & UX Design

Product Design

Game Design

3D printing & Laser Cutting

## RELEVANT COURSEWORK

Introductory & Advanced Game Design

OOP & Data Structures

Introductory Programming: Python, MatLab

Introductory & Intermediate Web Programming & Design

Introductory Rapid Prototyping & Physical Computing

Human-Computer Interaction Design

Human Perception of Digital Imaging

Designing Technology for Social Impact