

ANNIE HUGHEY

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PROFESSIONAL EXPERIENCE

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 for a third client. Managed daily stand-up meetings with clients in JIRA and learned about Agile & Scrum processes.

Level 11, Seattle, WA — *UX/UI Design & QA Development Intern*

MAY 2016 - AUGUST 2016

Designed and prototyped user interfaces for cruise ship interactive displays. Wrote QA scripts for evaluating and testing internal software.

EDUCATION

Cornell University, Ithaca, NY — *Bachelor of Science*

AUG 2014 - MAY 2018 (expected)

Majoring in Information Science while concentrating in both interactive technologies & user experience, and minoring in game design.

INVOLVEMENT

Virtual Embodiment Lab, Cornell University & Oculus Rift — *Research Assistant*

JAN 2017 - PRESENT

Designs and develops interactions using Unity and 3dsMax for a physics education research study in VR funded by Oculus Rift.

Intro Web Programming — *Teaching Assistant*

AUG 2017 - PRESENT

Holds weekly office hours, grades assignments, and teaches a lab section.

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

JAN 2017 - MAY 2017

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

TECHNICAL SKILLS

HTML, CSS, PHP, JavaScript

Java, Python, MatLab, Arduino, C#

Unity, Hifidelity, 3dsMax, Oculus Rift, HTC Vive

Linux/UNIX, Bash, VM

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

DESIGN SKILLS

HCI & UX Design

Product Design

Game Design

Rapid Prototyping

RELEVANT COURSEWORK

Intro & Advanced Game Development

OOP & Data Structures

Intro Programming: Python

Intro & Intermediate Web Programming & Design

Intro Rapid Prototyping & Physical Computing

Human-Computer Interaction Design

Human Perception of Digital Imaging