DEMI HU
dh785@cornell.edu | [Portfolio](#) | [Github](#) | [Linkedin](#)

EDUCATION

Cornell University, MS Design Technology   May 2027

University of Texas at Austin   May 2025
BFA Design, minor in Computer Science, GPA: 3.9
Honors/Awards: **IDSA IDEA Finalist** 2024, BioDesign Challenge Finalist 2025, **Distinguished College Scholar** 2023-2025, TXI x Meta VR Hackathon Winner 2024, Fine Arts Honors Scholarship, Franks Endowed Scholarship, Texas Immersive Institute Alum

SKILLS

Programming: Python (numpy, pandas, matplotlib), JavaScript (React, Node, p5.js), HTML, CSS, Tensorflow, Processing, Arduino
Design: Figma, Adobe (Photoshop, Illustrator, After Effects), Rhino/Grasshopper, Maya, 3D Printing, UX/Interaction Design

EXPERIENCE

Kendra Scott, Design Intern   June 2025-August 2025
- Created production-ready 3D jewelry models in Rhino and ZBrush for a future retail collection
- Built Microsoft Teams chatbot connecting to Formlabs printer API for real-time printer monitoring and queue management, increasing utilization by ~20% and improving workflow communication between 10+ users

Ghost Medical Animation and VR Surgery, Web/AR Dev Intern   July 2023-August 2023
- Built a browser interface for interactive 3D medical models, enabling user-friendly 3D asset manipulation
- Benchmarked WebAR/3D frameworks (Google model-viewer, Spline, Sketchfab) for accessibility and performance

Aspen Games, Co-Founder/Creative Director   February 2023-PRESENT
- Founded non-for-profit indie studio, led agile development, directed design/interaction/narrative, and illustrated all assets for flagship game _Patchwork Beast_, published on Steam
- Showcased at UT Digital Demo Day, EGaDS GDC² 2024, **SXSW GDC² 2025** (Best Art—Indie Game)

PROJECTS

Snoozer, Solo Designer + Developer (Tensorflow, JS, HTML/CSS)   Summer 2024
Chrome Extension for interactive facial gesture-based productivity tracking
- Developed and published a Chrome Extension using Tensorflow.js Face Landmark Detection for web-enabled facial gesture recognition and interaction; implemented custom UI and Chrome storage APIs

Elysian Heights, UX Lead + Creative Technologist (JS, TouchDesigner, Figma)   Spring 2024
Immersive XR Experience, public-facing ticketed show
- Directed audience interactions and creative technology for a **Yugo BAFTA Longlist 2024**-winning immersive experience spanning interactive projection mapping, XR puzzles, and custom Arduino-powered sets/props
- Collaborated closely with development and fabrication teams using expertise in interactive web apps, XR, and physical prototyping to ensure technical feasibility of interactions

Austin Transit Partnership x UT WKRM Studio, UX Research + Web Dev   Fall 2022
Campus-wide transit user research for Austin light rail planning
- Conducted 100+ user research surveys, interviews, and navigation tests to understand UT students' transit behaviors; analyzed data (Python) to deliver actionable insights on active vs. passive transit, campus-city spatial relationships, mobility options, and phone reliance in wayfinding
- Created a web interface to visualize findings to support planning of Project Connect (Austin Light Rail)