CATHERINE HU

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EDUCATION

University of California, Los Angeles | Sept. 2020 – June 2024   **GPA:** 3.93/4.0
- B.S. in Computer Science, minor in Geography/Environmental Studies
- Relevant coursework: Data Structures & Algorithms, Linear Algebra, Differential Equations

EXPERIENCE

Data Journalist | The Daily Bruin | Oct. 2020 – present
- Analyze data to craft and design visualizations, conduct interviews with students and faculty for The Stack
- Trained during internship period on using Python, Jekyll, and HTML/CSS/JavaScript libraries

Sponsorships (incoming director) | LA Hacks | Oct. 2020 – present
- Develop new outreach strategies, network with potential corporate partners, serve as primary liaison to major sponsors, and coordinate with other organizing teams to run Southern California's largest hackathon

Content Writer Intern | City Flavor | July 2020 – Oct. 2020
- Launched "Stories" feature on the new City Flavor blog by interviewing food truck owners and partners for weekly vendor profiles and generating 10,000+ impressions on the site and social media
- Wrote copy for the new website's content using Contentful CMS to increase engagement and traffic

LEADERSHIP POSITIONS

Project Manager | Innovate@UCLA | March 2021 – present
- Use the Google Ventures Design Thinking framework to develop a cleantech web app for composting in Los Angeles and assess target user personas and features with cross-functional team of 8
- Identify and track epics, stories, and sprints on Jira and develop MVP using Agile methodologies

Editor | The Howler | Jan. 2018 – June 2020
- Edited for school newspaper (named top paper by the Southern California Journalism Education Association)
- Developed newspaper layouts on InDesign, and communicated with a team of 40+, including writers, photographers, designers, editors, and advisors with detail-oriented approach to editing with AP Style

PROJECTS

Covalent | June 2020 – present
- Icebreaker web app dedicated to team building for remote teams created with React and Next.js for frontend
- Manage social media, create monthly content calendar, and communicate with beta testers via email outreach
- Conduct market research and product validation, and work with developers to set up and organize user interviews

GhostRacer | Feb. 2021
- Game in C++ where the main player must avoid obstacles and collect items while driving
- Explored concepts of inheritance and object-oriented programming to manage different character behaviors
- Strengthened understanding of incremental coding and decomposition to solve problems more manageably

DesignERTH | Sept. 2020
- Created a high-fidelity prototype of DesignERTH, a tablet app for introducing design fundamentals to high school students, using Adobe XD during the Amazon Adobe Creative Jam
- Placed in top 30 out of 400+ participating teams and received mentorship from Amazon UI/UX designer

SKILLS & INTERESTS

- Programming languages: C++, HTML, CSS, JavaScript, Java, Python
- Other languages: fluent in Mandarin Chinese, proficient in Spanish
- Tools: GitHub, Figma, Adobe Creative Cloud (XD, InDesign), Canva, Google Suite, Microsoft Office, QGIS
- Interests: national parks, hiking, cooking, creative writing, memoirs