

# Kathy Wu

kaaathy.com

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## Education

**Interactive Telecommunications, NYU Tisch** \* 2017-2018

**Rhode Island School of Design** \* 2011-2015  
BFA Graphic Design, with Literary Arts minor. 3.92 GPA.

**Brown University** \* Select Coursework, 2014-2015  
Object-Oriented Programming, Chinese I & II.

## Experience

**Scratch, MIT, Designer** \* 2018-present  
Scratch is a programming language & creative community for young people. I work on the brand, UI, & UX research for Scratch.

**IBM Design, Visual & UX Designer** \* 2014, 2015-2017  
Designed interfaces for workplace software. Co-led an initiative to refresh our department's visual language.

**IDEO coLab, Design Fellow** \* 2017, 2015  
Used design thinking to intensively research and prototype new opportunities in blockchain and AI.

**RISD Writing Center, Advisor** \* 2013-2015  
Supported student writers & co-developed writing pedagogy.

## Community

**Code for Boston, UX Designer** \* 2017-present  
Volunteer on civic technology projects which help local governments & non-profits.

**Lower East Side Girls Club, Teaching Assistant** \* 2017  
Assisted soldering, 3D printing, & circuitry classes at a non-profit makerspace serving high school girls.

**MIT coDesign Studio, Student** \* 2017  
Collaborated with local high schoolers to amplify voices in increasingly gentrifying areas of Boston.

**Acton Science Discovery Museum, Guide** \* 2016-2017  
Facilitated harmonograph drawing, makerspace activities, and exhibits with kids 5 through 12.

## Recognition

**Maker Faire, New York Hall of Science** \* 2018  
Demoed a game about racial bias in search engines.

**Finalist, BioDesign Challenge, MoMA** \* 2018  
Presented a speculative design project about marine bioplastics.

**RISD Bo Bernstein Award for Excellence** \* 2015  
Department scholarship for overall work in four years.

**Hack@Brown University, 1st Place** \* 2015  
**MIT Hacking Arts, 1st Place** \* 2015