

# Kathy Wu

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## Education

**Rhode Island School of Design** \* 2015

BFA Graphic Design, with Literary Arts minor. GPA 3.9.

**Brown University** \* *Select Coursework*

Object-Oriented Programming, Chinese 100 & 200.

## Experience

**IBM Design**, Visual & UX Designer \* 2014, 2015–

I design collaboration software for teams, and teach design thinking.

**IDEO coLabs**, Design Fellow \* 2015, 2017

In 2015, my team & I imagined the future of homeownership.

In 2017, we sprinted towards AI, IoT, blockchain futures.

**RISD Design Guild**, Designer \* 2013–2015

I was part of our student-run studio. I juggled diverse clients during the school year.

**RISD Writing Center**, Advisor \* 2013–2015

I had conversations with students to help them express their ideas.

## Recognition

**Bo Bernstein Award for Excellence** \* 2015

RISD Graphic Design Scholarship for overall work in four years.

**RISD Graphic Design Triennial** \* 2015

Select studio work (*Brand Identity, Shaping Language.*)

**Hack@Brown**, Winner \* 2015

First place for MoteMote, a mobile MMO game where 200 audience members joined in during the demo.

**MIT Hacking Arts**, Winner \* 2015

First place for LiveArt, a VR simulation of famous paintings.

## Community

**MIT coDesign Studio**, Designer & Student \* 2017

I'm working with teams & Boston youth schools to challenge social narratives through media campaigns.

**Acton Science Discovery Museum**, Guide \* 2016–2017

I make inventions with kids. We explore science phenomena together.

**DesignKit: Design for Social Impact**, Student \* 2016

In an online course by Acumen & IDEO.org, my team & I researched and prototyped healthy snacks for schools.

**RISD STEAM: Body + Internet**, Designer \* 2015

I worked with Brown & MIT students to make a musical touch interface between two galleries.