# Kathy Wu

kaaathy.com

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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

Intro to Computer Science, Chinese 100 & 200.

## **Experience**

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

I apply IBM's Design Thinking methods to improve social software.

IDEO coLabs, Venture Design Fellow ★ 2015, 2017

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

In 2017, we'll explore AR, VR, blockchain, & IoT.

RISD Design Guild, Designer \* 2013 - 2015

I was part of our student-run studio. I designed digital & print work, including our class yearbook.

RISD Writing Center, Peer 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 work from studios (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.

### Extra

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

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

Science Discovery Museum, Guide \* 2016-2017

I make inventions with kids and talk to them about pendulums.

RISD STEAM's Body + Internet, Participant \* 2015

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