

Kathy Wu

kaaathy.com

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Professional Experience

Scratch Foundation, Senior Designer * 2020–present
Scratch is a programming language & online community for young people. I design for our creative tools & community website. I've also project-led a media representation initiative for Scratch.

Lifelong Kindergarten, MIT Media Lab, Designer * 2018–2019
I designed interfaces, brand, & supported lab research for Scratch 3.0— a new version of Scratch. My responsibilities included working with kids to improve clarity & creative potential of the UI.

IDEO coLab, Design Fellow * 2015, 2017
Led design futures research for new technologies on an interdisciplinary team. Built prototypes and led storytelling.

IBM Design, Visual & UX Designer * 2014, 2015–2017
Designed UI/UX across enterprise software. I taught design education workshops and co-led a departmental visual refresh.

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

Education

NYU Tisch School of Arts * 2017–2018
MPS Interactive Telecommunications Program (incomplete)

Rhode Island School of Design * 2011–2015
BFA Graphic Design, with Literary Arts minor. Honors.

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

MIT * *Select Coursework*, 2016, 2019
Civic Media Codesign, Transmedia Storytelling

Publications & Awards

Contributor, SPICYZINE * 2020
Published artwork and writing for Many Migrations.

New Narratives Storyteller, Unbounded Visual Arts * 2020
Panelist for an Asian American poetry & prose roundtable.

Maker Faire, New York Hall of Science * 2018
Demo-ed *Search Divides Us*, a game about search engine bias.

BioDesign Challenge, MoMA * 2018
Presented speculative fiction about jellyfish plastics.

Babycastles NYC * 2018
Performed a poem made with the CMU Rhyming Dictionary.

Bo Bernstein Scholarship for Excellence, RISD * 2015
Departmental award for overall work over four years.

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Recognition

Hack@Brown University, 1st Place * 2015

Created a mobile game which could support 200+ players.

MIT Hacking Arts, 1st Place * 2015

Built a virtual reality project about paintings.

Community

Asian American Resource Workshop, Volunteer * 2019-present

Designed for and supported anti-eviction campaigns in Boston.

Code for Boston, Volunteer * 2017-2019

Designed interfaces and technologies for Boston governmental projects & non-profits.

Lower East Side Girls Club, Teaching Assistant * 2017

Supported educators in DIY electronic makerspaces for high schoolers in Manhattan.

Acton Science Discovery Museum, Guide * 2016-2017

Facilitated science and art exhibits with kids 5 through 12.