

# 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*

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

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.