Kathy Wu

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Education

Interactive Telecommunications, NYU Tisch ✳ *2017-2018*
Completed one year of two year MPS program with full marks.

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.

Recognition

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

BioDesign Challenge, MoMA ✳ *2018*
Presented a speculative design & materials project about bioplastics sourced from jellyfish.

Babycastles, NYC ✳ *2018*
Performed a weird poem made using Python and the CMU Rhyming Dictionary.

Bo Bernstein Award for Excellence ✳ *2015*
RISD Graphic Design Scholarship for overall work in four years.

Hack@Brown University, 1st Place ✳ *2015*
200 people joined our mobile MMO game demo.

MIT Hacking Arts, 1st Place ✳ *2015*
My team simulated famous paintings in VR.

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*
Supported at-risk high school girls in circuitry classes and makerspaces.

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