KATIE WU

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/katieywu

EDUCATION

University of Pennsylvania

School of Engineering & Applied Science, Class of 2017, GPA: 3.53

Bachelors (BSE): Digital Media Design
Minor: Fine Arts
Courses:
Game Design, Computer Graphics, Datastructures & Algorithms, Image Processing/Computer Vision, 3D Modeling, UI/UX Design, Marketing, Designing for Mobile and IoT Media

EXTRACURRICULARS

Panhellenic Executive Council (VP of Public Relations)
• Directs brand image for the entire Panhellenic (Greek life) community

Order of Omega
• Member of Penn's Greek leadership senior honor society

Bell Senior Society
• Tech, entrepreneurship, and innovation senior society

Alpha Delta Pi Sorority
• Founding member, Rush Chair

INTERESTS

Pottery, coffee, painting, VR/AR, advertising/branding

EXPERIENCE

Apple Inc.
May 2016 – Aug 2016

3D Prototype Development Intern
• Developed iOS Maps prototypes in Objective-C/Swift and Unity
• Set project goals, designed, implemented, and pitched concepts, inspiring two engineering teams to work together on my feature

Squareknot
Jun 2015 – Sept 2015

UI/UX Design Intern
• Project lead on mobile app: designed and coded fully interactive, animated prototypes with Framer.js, Sketch.app, InVision
• Collaborated with the front-end team through on UI bug fixes, exported designs in CSS and wrote functional specs

PEGA Design & Engineering
Jun 2014 – Aug 2014

Industrial Design Intern
• Worked on the "smart desk" product by identifying pain points and creating product specs

PROJECTS

Ourside - Hololens AR App
Nov 2016 – Dec 2016

Designer/Developer - Unity3D + LeapMotion
• Built and designed a Microsoft Hololens app that allows users to draw in 3D using just their finger in augmented reality
• Check out the video at: vimeo.com/196290087

Ratchet - HTC Vive Game
Sep 2016 – Nov 2016

Designer/Developer - Unreal 4 Engine
• Designed and implemented an asymmetric gameplay app in VR

"elgoogle" Search Engine
Jan 2016 – Apr 2016

Developer - Java
• Implemented a distributed web crawler that obeys robots.txt and crawled 1.7 mil docs (using AWS EC2, S3, DynamoDB)
• Optimized crawl speed from 100 docs/min to 4800 docs/min
• Wrote a multithreaded HTTP/1.1 webserver and MapReduce

3D Modeling/Rendering Software
Jan 2015 – Apr 2015

Developer - C++/OpenGL
• Wrote a 3D modeling/animation/rendering engine with mesh structures, raytracing, keyframing, and shaders in C++ and OpenGL

Tailors+Madmen (Kickstarter)
Jan 2015 – Nov 2015

Creative Lead, Head Designer
• Designed watches/web for our startup: tailorsandmadmen.com

SKILLS

Programming++
Java ●●●●●
Obj-C/Swift ●●●●○
C++ ●●●●○
HTML/CSS ●●●●○
JavaScript ●●●○○
Unity3D Engine ●●●○○
Python ●●○○○

Design++
Photoshop ●●●●●
Illustrator ●●●●○
Sketch.app ●●●●○
Framer.js ●●●●○
Maya ●●●○○
Unreal Engine ●●●○○

Other
Parallel parking ●●●●●