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:
Internet & Web Systems, Game Design, Computer Graphics, Datastructures & Algorithms, Image Processing, 3D Modeling, UI/UX Design, Marketing

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

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
User Experience 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
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

"elgoogle" Search Engine   Jan 2016 – Apr 2016
Developer - Java
• Implemented a Mercator-style distributed web crawler that obeys robots.txt and crawled 1.7 mil docs (using AWS EC2, S3, DynamoDB) to populate the search engine
• Optimized crawl speed from 100 docs/min to 4800 docs/min by multithreading and reducing database I/Os
• 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 OBJ file parsing, half-edge mesh structures, raytracing, keyframe animations, and shader based skinning in C++ and OpenGL

Tailors+Madmen (Kickstarter)   Jan 2015 – Nov 2015
Creative Lead, Head Designer
• Designed watch faces 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 ●●●●●