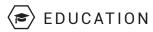


katieywu.com

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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



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



Apple Inc.

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

May 2016 - Aug 2016

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