Katherine Yang
Creative Developer

🔗 whykatherine.github.io
✉ whykatherine@gmail.com
in linkedin.com/in/whykatherine
📞 +1 (213) 278-4791

ABOUT

- Passionate about integrating art, technology, and data for social good
- Interested in using research and documentation to create inclusive and accessible products and experiences
- Committed to a detail-oriented, thoughtful, and collaborative working process

EXPERIENCE

Intern *Jun 2021 – Aug 2021*
Fathom Information Design
Rapid design prototyping and front-end development for client projects, including a SARS-CoV-2 genomic sequencing tool and a musician corpus visualization tool.

Web Designer & Developer *Oct 2020 – Apr 2021*
USC FemFest
Designed and developed React-powered website and immersive online experience for Los Angeles–based feminist music festival with near 3000 attendees.

Intern *May 2020 – Aug 2020*
CeeKayEllo (Hong Kong)
Engaged in design research on local culture and folklore, produced animation work, and assisted with hands-on exhibition disassembly.

Innovation Scholar *Oct 2019 – May 2020*
Ahmanson Lab, USC Harman Academy
With a small student group, assisted faculty advisor in the "Distant Destinations" collaboratory on a space game prototype for the California Science Center.

EDUCATION

University of Southern California *Aug 2018 – May 2022*
Major: Media Arts + Practice BA (School of Cinematic Arts)
Minors: Computer Programming, Linguistics
Sample coursework: Race, Class & Gender in Digital Culture; Tangible & Spatial Computing; Human Language as Computation; Information Visualization
Activities: Creative Code Collective (Co-Leader), Student Assembly for Accessibility

HONOURS

Phi Beta Kappa *Feb 2021*
Elected to oldest honour society in United States.

Jonathan Bernbaum Memorial Fund *Oct 2020*
For academic excellence and interest in experimental art.

Best Sustainability Project *Feb 2020*
Category winning team in hackathon of 440 participants.

SKILLS

Creative
Web design/development · Interactive media · Data analysis/visualisation · Game design/development · Vector graphics · Motion graphics · Video production & editing · 3D modelling

Technical
HTML/CSS · JavaScript · Node.js · React.js · Python · Git · Processing · Java · Bash/Zsh · C++ · C#/Unity · GLSL · R

Language
Fluent: English · Mandarin · Shanghainese
Conversational: Cantonese · American Sign Language

SAMPLE PROJECTS

Coem 🔗 </> *May 2022*
Esoteric programming language inspired by code poetry.

Storehouse-A.info 🔗 </> *May 2021*
Text-based virtual exhibition of interactive visual poetry.

Waking and Sleeping 🔗 </> *Oct 2020*
Mapping "good night" and "good morning" tweets.