



Katherine Yang

Creative code & digital design

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ABOUT

- Passionate about integrating art and technology for social good
- Interested in using user research to create empathetic and accessible products and experiences
- Committed to a detail-oriented, thorough, and collaborative working process

EXPERIENCE

Innovation Scholar Oct 2019 – ~May 2020 (7m)
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.

Research Associate Sep 2019 – ~Mar 2020 (6m)
Media Arts + Practice, USC School of Cinematic Arts
Worked in parallel with another student on “Coding Cinema” to explore the intersection of creative code and filmmaking.

Digital Creative Intern Jul 2019 – Aug 2019 (1m)
Superunion (HK)
Collaborated with designers and strategists to create branding activation experiences for two major clients with Processing and GPU shaders.

EDUCATION

University of Southern California 2018 – ~2022
Major: Media Arts + Practice BA
Minors: Computer Programming, Linguistic
Sample coursework: Critical Thinking and Procedural Media; Race, Class and Gender in Digital Culture

Chinese International School (HK) 2003 – 2018
International Baccalaureate Bilingual Diploma
Significant awards: Communitas Award; Brown Book Award

SELECTED PROJECTS

Interactive Brand Aug 2019
Interactive cam-controlled ink simulation graphic.

Bluebirds Dec 2018
Processing/Twitter autonomous agents interface.

One Education Two Systems May 2016 – Jul 2016
Editor and designer for HKIFF Best Picture.

sCan (BitwiseHacks) Feb 2016
Design and marketing for Top Overall project.

SKILLS

Creative

Generative/interactive media Typography
Data visualisation Vector & raster graphics
Video production & editing Print design
UI/UX & interaction design Motion graphics

Technical

HTML/CSS JavaScript Node.js Processing Java
Python C++ R Git

Language

Fluent: English Mandarin Shanghaiese
Conversational: Cantonese ASL (Sign)