Katherine Yang (she/her)
楊立瀅

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EXPERIENCE.

Aug 2022 – Present
Developer & Designer at Fathom Information Design. Contributed design and development for pandemic prevention tools and managed social media presence for company.

Aug 2021 – Apr 2022
Student Assistant at the University of Southern California. Assisted in a creative-critical web course through workshops, office hours, and one-on-one support to students.

Jun 2021 – Aug 2021
Intern at Fathom Information Design. Contributed to development of SARS-CoV-2 genomic sequencing tool and gained experience through rapid prototyping and close collaboration.

Oct 2019 – May 2020
Innovation Scholar at the University of Southern California. Participated in small research group to develop a multiplayer game for the California Science Center.

Sep 2019 – May 2020
Research Associate at the University of Southern California. Conducted independent research on intersections between creative code and filmmaking.

EDUCATION.

Aug 2018 – May 2022
BA in Media Arts + Practice from the University of Southern California, with minors in Computer Programming and Linguistics. Awarded Jonathan Bernbaum Memorial Fund for interest in experimental art.

PROJECTS.

Coem (2022). A programming language that imagines poetry as purposeful and code as emotional. Presented at the Electronic Literature Organization, 2022.

Storehouse-A.info (2021). A text and typography-based virtual exhibition showcasing interactive visual poetry.

Waking and Sleeping (2020). "Good morning" and "good night" tweets, mapped in real-time.

SKILLS.

Frontend web development:
  HTML, CSS, JavaScript, React, Vue, TypeScript

Software development:
  Git, command line, documentation and technical writing

Data and scripting:
  Python, Pandas, Matplotlib

Object-oriented programming:
  Processing, Java

Graphic and web design:
  Illustrator, InDesign, Figma

Languages:
  English, Mandarin Chinese, Shanghainese Chinese, Cantonese Chinese

HOBBIES.

Knitting, indie games, crosswords.