



# Katherine Yang

Creative code & new media

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## ABOUT

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

## EXPERIENCE

**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.

**Research Associate** Sep 2019 – Mar 2020

Media Arts + Practice, USC School of Cinematic Arts

Developed personal “Coding Cinema” project to explore the intersections of creative code and filmmaking.

**Digital Creative Intern** Jul 2019 – Aug 2019

Superunion (Hong Kong)

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, Linguistics

**Sample coursework:** Critical Thinking and Procedural

Media; Race, Class and Gender in Digital Culture;

Designing and Writing for Transmedia Narratives; Human

Language as Computation

## HONOURS

**Jonathan Bernbaum Memorial Fund** Oct 2020

For academic excellence and interest in experimental art.

**Phi Kappa Phi Undergraduate Summer Scholarship** Jul 2020

Supporting independent etymology research project.

**Best Sustainability Project** Feb 2020

Winning team in category in hackathon of 440 participants.

## SKILLS

### Creative

Web design & development   Generative & interactive media  
Data analysis & visualisation   Game design & development  
Video production & editing   Vector graphics  
Motion graphics   3D modelling

### Technical

HTML/CSS   JavaScript   Python   Git   Bash/Zsh  
Processing   Java   C++   C#/Unity   R

### Language

**Fluent:** English   Mandarin   Shanghaiese

**Conversational:** Cantonese   American Sign Language

## SAMPLE PROJECTS

**[Waking and Sleeping](#)** Oct 2020

Meditative visualisation on the kind social web.

**[It All Started with the Simpsons](#)** May 2020

Computational TV show reference compilation.

**[A Global Language](#)** Dec 2019

Visual tool for geo-historical etymology.

**[Fine Art Asia Interactive Brand](#)** Aug 2019

Cam-controlled ink simulation graphic.