Katherine Yang (she/her)
楊立瀅

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EXPERIENCE.

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

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

Jun 2021 – Aug 2021. Intern, 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, 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, University of Southern California.
  Conducted independent research on intersections between creative code and
  filmmaking.

EDUCATION.

Aug 2018 – May 2022. BA in Media Arts + Practice, University of Southern California.
  Minors in Computer Programming and Linguistics. Awarded Jonathan Bernbaum Memorial
  Fund for interest in experimental art and Renaissance Scholar Prize for breadth
  and depth in disparate fields of study.

PROJECTS.

ProsePlay (2023). A tool for creating
interactive sliding puzzle poems. The HTML
Review, Spring 2023.

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

Storehouse-A.info (2021). A text-based
virtual exhibition showcasing interactive
visual poetry. Electronic Literature
Organization, 2021.

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

HOBBIES.

Knitting, indie games, poetry, crosswords.

SKILLS.

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

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

Data and scripting:
  Python, Pandas, Matplotlib.

Object-oriented programming:
  Processing, Java.

Graphic and web design:
  Figma, InDesign, Illustrator,
  Photoshop.

Languages:
  English, Mandarin, Shanghainese,
  Cantonese.