



Katherine Yang

Creative code & digital design

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

Digital Creative Intern Jul 2019 – Aug 2019 (1m)
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

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

SELECTED PROJECTS

A Global Language Dec 2019
Visual tool for geo-historical etymology.

Interactive Brand Aug 2019
Cam-controlled ink simulation graphic.

Pronouns in Politics Mar 2019
Text-as-data analysis of political speeches.

Bluebirds Dec 2018
Twitter interface with autonomous agents.

SKILLS

Creative

Generative/interactive media Typography
Data visualisation Vector & raster graphics
Video production & editing Print design
UI/UX design Motion graphics 3D graphics

Technical

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

Language

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