

Olivia Wu

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EDUCATION

Carnegie Mellon University
Class of 2023(Dean's List)

Bachelor of Science in
Statistics and Machine Learning
Minoring in **Human Computer Interaction** and Architecture

SKILLS

Interaction Design
Data Visualization
UX Strategy
User Research
Usability Testing
Branding
Design systems
Visual Design

Technologies

Figma
Sketch
Adobe CC
Rhinceros
Grasshopper
AutoCAD
Sketchup
Laser Cut
3D Print
CNC Route

Python
HTML,CSS, Javascript
C Language
R Statistical Computing

EXPERIENCE

Club Start-Up | UX Designer Part-Time
Jan 2021 - Present | Remote

- **MVP2:** Revamped the entire system and drove the UX strategy by partnering closely with cross-functional team and leading teamwide brainstorm workshops.
- **MVP3:** Designing for mobile event management features to help club leaders run clubs efficiently. Led the design for linked features on desktop version and conducted usability testings.

Urbanplus Startup | UX Designer, Freelancer
Jan - Feb 2021 | Remote

- Led the design of the data-driven navigation app that improves pedestrian experience with customizable routing solutions.
- Crafted a design system that supports business growth and users goals by conducting a comprehensive market research and competitive analysis with thorough user research.

PeerPresent Research Project | UX Designer, Research Assisant
Fall 2020 | CMU Campus

- Worked for Jessica Hammer's OH!Lab to develop PeerPresent, a web-based system for effective in-class peer feedback for student presentations.
- Revamped the web system and designed data visualization dashboard for professors.
- Synthesized user insights into feasible design decisions and optimized the user flow.

CMU Annual Carnival | Booth Chair, Lead Designer
March 2020 | CMU Campus

- Established booth strategies for an annual event hosted on campus.
- Led a board of over 35 members from generating 3D model to constructing the wood framing structure and interior design.

RELEVANT COURSEWORK

Interaction Design Studio I | Interaction Design Overview | Programming Usable Interface |Accessibility | Digital Media I, II | Statistical Graphical Visualization | B&W Photography | Generative Modeling | Principles of Imperative Computation | Architecture Design Studio I, II, III