

# ANNIE YU

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## WORKBYANNIE.COM

### EDUCATION

#### University of California, Los Angeles

B.A., Design | Media Arts

### WORK & EXPERIENCE

Dec 2017 -  
June 2018

#### Product Design Intern

Tinder HQ  
*Los Angeles, CA*

Iterated on numerous low-fidelity UX flows and high-fidelity prototypes in Sketch/ Principle for users' profile-settings, to support a feature that surfaces profile information for increased context on profile cards before matching.

Developed an achievements feature with Tinder Places team to encourage app-usage and bring together like-minded individuals based on shared hobbies and favorite places.

Oct 2017 -  
April 2018

#### Design Director

LA Hacks Design Team  
*Los Angeles, CA*

Branded LA Hacks, an annual student-led hackathon for over 1000 invited participants, with punchy, interactive characters to stand apart from typical rigid branding of hackathons.

Led a team of 4 designers to create 2-D graphics, motion graphics, and hand-drawn animations which attracted over 2200 applicants.

Fall 2017  
Spring 2017

#### Vice President of Operations, Marketing Chair

Sigma Eta Pi, Entrepreneurship Fraternity  
*Los Angeles, CA*

Run meetings for up to 40 active members by coordinating alumni and student speakers and workshops covering start up culture and professional experience.

3-D model and animate the organization's symbol, the phoenix, for media across the organization's Facebook, website, over 5000 distributed recruitment flyers and 40 t-shirts.

Independently booked, rephotographed, and edited 32 member's headshots within a week turnaround for a recruitment event's marketing on Facebook.

Summer 2017  
Summer 2018

#### Character Design & Mobile Programming Teaching Assistant

UCLA Game Lab  
*Los Angeles, CA*

Led classes of 20 high school students in conceptualizing characters and rendering, rigging, and animating 3-D character models in Blender and Maya.

Advised and debugged students' code as they developed their single-player mobile games using p5.js, a javascript library used for creating graphic and interactive experiences.

### SKILLS

**CREATIVE** Sketch, Principle, Adobe Suite, Blender, Unity, Maya  
**PROGRAMMING** HTML/CSS, C++, Java/Processing, Javascript/P5.JS  
**LIFE** Owns a precious dog, can make guacamole in under 1 minute