

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.

Designed Tinder Web layouts to take advantage of the increased space vs. mobile, separate messages and match list to increase clarity, and display matches in a grid-view to improve user's ease of access and, in turn, promote messaging.

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

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.

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,
PROGRAMMING HTML5/CSS3, C++, Java/Processing, Javascript/P5.JS
LIFE Owns a precious dog, can make guacamole in under 1 minute