



# ANNIE HUANG

UI/UX RESEARCH DESIGNER, PRODUCER

[hsiaochh@andrew.cmu.edu](mailto:hsiaochh@andrew.cmu.edu) | (412) 897-9076 | [www.annie\\_hsiaochh.com](http://www.annie_hsiaochh.com)

## SUMMARY

---

An **UI/UX researcher** with **psychology** and cognitive science background, engaged in UI/UX design, filmmaking, and 2D art. Looking for a **UI/UX RESEARCH, DESIGN, and PRODUCTION internship for summer, 2020.**

## EDUCATION

---

### CARNEGIE MELLON UNIVERSITY (CMU)

Pittsburgh, PA

Master of Entertainment Technology, Entertainment Technology Center (ETC)

Expected May 2021

### NATIONAL TAIWAN UNIVERSITY (NTU)

Taipei, Taiwan

B.S in Psychology

June 2017

Cert. in Neurobiology and Cognitive Science Program

June 2017

( Relevant Courses: Sensation, Perception and Cognition, Developmental Psy, UX Design, Research Method, Color Scheme )

## SKILLS

---

**UX Design: Research, Storyboarding, Storytelling, Wireframe, Prototype Testing, Analysis, Data Visualization.**

Tools: Photoshop, Adobe Photoshop Sketch, Premiere, iMovie, Keynote, Excel, SPSS, Maya.

Languages: English, Mandarin, Taiwanese (basic), and Japanese (basic).

## PROJECTS

---

### BUILDING VIRTUAL WORLD, ARTIST AND PRODUCER, ETC

Fall 2019

- Part of 5-person teams, 5 rapid productions of interactive experiences including VR, AR, and phidgets.
- Designed the storyboards, interaction map, character development, UI interfaces, 2D art and animation.
- Collaborated with programmers and 3D artists on project workflow and interactive storytelling, especially on emotion curve, atmosphere buildup and guest experiences.

## EXPERIENCE

---

Entertainment Technology Center x Dietrich College x Tepper Business School, **CMU**

Pittsburgh, PA

### PRODUCER / UX RESEARCHER

(Jan, 2020 -

- Leading a location-based project on designing the immersive experience with projection, and phidget sensors.
- Researched, including interviews and observations, on user/stakeholder needs, designed weekly play testing on campus.

Children's Behavioral Development Lab, School of Medicine, NTU

Taiwan

### PROJECT MANAGER

(May 2019 - Jul 2019)

- Developed an **e-learning project of a behavioral game therapy**, Pivotal Response Therapy (PRT), for families of children with Autism Spectrum Disorder (ASD), or developmental difficulties.
- Synthesized clinical experiences and film-making into **interactive educational materials**. (25 scripts and 3 short films)
- Coordinated internal sources and third parties for the execution of the project.

### RESEARCH ASSISTANT

(Aug 2016 - Apr 2019)

- Designed research on language development of children with ASD, delivered results in conferences and journals.
- Conducted interviews on the caretakers and cognitive assessment on children in accordance with predetermined recruiting protocol, data collection procedures and clinical assessment standards in lab settings and home environments.
- Designed and delivered **behavioral game therapy (PRT)** for low-income families of children with ASD.

Reel Asia Picture

Taiwan

### 2D ANIMATOR

(Sep 2018 - Oct 2018)

- Designed a 2-min animation on organ donation to promote public awareness for the Taiwanese governmental units.

### PROJECT MANAGER

(May 2018 - Sep 2018)

- Developed a tutorial project on the newly legalized policy of organ donation for the medical practitioners in Taiwan.
- Collaborated with the clients, surgeons, nurses, and filming teams on establishing the standard medical protocols.
- **Conducted research, interviews, scripts**, and coordinated the production of a full-length tutorial film.
- Developed comprehensive project plans to meet client needs as well as the producer, and the director.

Graduate Institute of Musicology, NTU

Taiwan

### ANIMATION DESIGNER

(Aug 2017 - Feb 2018)

- Researched and designed two **educational animation** on neuromusicology experiments for high school students.
- Developed interesting storytelling for educational narratives.