

Annie Hsiao-Ching HUANG

PRODUCER, UX DESIGNER

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SUMMARY

A creative producer engaging in UX research, Experience design, Film production, and 2D art. I'm a graduate student pursuing master of Entertainment Technology at CMU, expected May 2021. Currently looking for a production / design internship.

EDUCATION

CARNEGIE MELLON UNIVERSITY (CMU)

Master of Entertainment Technology, Entertainment Technology Center (ETC)

Pittsburgh, PA

Expected May 2021

NATIONAL TAIWAN UNIVERSITY (NTU)

B.S in Psychology

Cert. in Neurobiology and Cognitive Science Program

Taipei, Taiwan

June 2017

June 2017

SKILLS

UX Research: Storyboards, User Stories, Rapid Prototyping, Testing Protocols, Statistics, and Data Visualization.

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

Languages: English, Mandarin, and Taiwanese.

PROJECTS

BUILDING VIRTUAL WORLD(BVW), ARTIST AND PRODUCER, ETC

Fall 2019

- Part of 5-person teams, developing 5 **rapid productions of interactive experiences** with VR, AR, PC, and phidgets.
- **Design:** Storyboards, Interaction map, Character Development, UI interfaces, **2D art and animation**.
- **Teamwork:** Collaborated closely with new programmers, 3D artists, and sound designers every two weeks.

EXPERIENCE

Entertainment Technology Center

Pittsburgh, PA

HEAD TA (53831-A Building Virtual Worlds)

Aug 2020 - Dec 2020

- **Leadership:** Guided a class of 44 in **exploring and designing for the new remote environment** while coordinating the TA team of 16.
- **Organizing:** Organized and executed the first-ever remote BVW, adapting and resolving issues as the semester progressed.

LEAD SYSTEM DESIGN / UX DESIGN (Fall Semester Project: CloudWorks)

Aug 2020 - Dec 2020

- Part of a 6-person team, developing an **interactive virtual festival experience**. CloudWorks worked closely together to direct all aspects, including the event planning, website, livestream, and the virtual festival platform.
- **Design & Production:** I primarily worked on coordinating and producing the virtual festival platform with various groups and stakeholders, while also contributing to the 2D art and UI/UX design.

Entertainment Technology Center & The Frick

Pittsburgh, PA

USER EXPERIENCE (Summer Internship)

Jun 2020 - Aug 2020

- **Pre-production:** Designed **virtual tour experiences** for 5 collaborative museums around Pittsburgh area.
- **UX Research:** Researched a variety of user groups through surveys, interviews, testings, and documentation.

Entertainment Technology Center & Dietrich College & Tepper Business School, CMU

Pittsburgh, PA

PRODUCER / UX RESEARCHER (Spring Semester Project: the Other Side)

Jan, 2020 - May 2020

- **Production:** Led a team of 4 to develop an **interactive projection system**, designed to engage students both in and out of the classroom.
- **UX Research:** Studied users' needs and behavior, coordinated weekly testing on campus, and organized documentations for future reference.

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

Taiwan

PROJECT MANAGER

May 2019 - Jul 2019

- **Production:** Coordinated and executed the development of an **e-learning platform for behavioral game therapy project** for families of children with Autism Spectrum Disorder (ASD), and developmental difficulties.
- **Design:** Synthesized clinical experiences and film-making into **interactive educational materials**. (25 scripts and 3 short films)

RESEARCH ASSISTANT

Aug 2016 - Apr 2019

- **Research Focus: Language development of children with ASD.** Conducted *interviews on the caretakers* and standard *cognitive assessment on children* in accordance with predetermined recruiting protocol, and data collection procedures in lab settings and home environments.
- Designed and conducted **behavioral game therapy** for families of children with ASD in low-income communities.

Reel Asia Picture

Taiwan

PROJECT MANAGER

(May 2018 - Sep 2018)

- **Production:** Coordinated and produced a full-length tutorial film on organ transplant procedures for medical practitioners in Taiwan.
- Conducted research, and **interviews with surgeons, nurses, and social workers to develop the scripts, and execute the filming**.