

ANNIE HUANG

UI/UX, Interaction Designer

hsiaochh@andrew.cmu.edu | (412) 897-9076 | <https://h2ching.wixsite.com/annietime>

SUMMARY

An interaction designer with developmental cognitive science background, engaged in filmmaking, UI/UX design, and 2D art. Looking for a UI/UX interaction design 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

Certification 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: Storyboarding, Storytelling, Prototype Testing, Analysis, Interviews, and Research Method Design.

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

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

ACADEMIC 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

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

Taiwan

PROJECT MANAGER

(May 2019 - Jul 2019)

- Developed an e-learning team 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.
- Coordinated the production of 25 scripts and 3 short films for tutorial demonstration.
- 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 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 HAND DRAWN 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 protocols.
- Conducted 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

2D ANIMATOR

(Aug 2017 - Feb 2018)

- Designed two educational animation on neuromusicology experiments for high school students.
- Developed interesting storytelling for educational narratives.