



Annie Hsiao-Ching HUANG

PRODUCER, UX RESEARCHER, DESIGNER

hsiaochh@andrew.cmu.edu | (412) 897-9076 | www.annie-hsiaochh.com

SUMMARY

A creative producer engaging in UX research, Experience design, Film production, 2D art, and utilizing Psychology and Cognitive science as a tool to help identify problems in team, and to help adjust our design and approach.

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

Taipei, Taiwan

June 2017

Cert. in Neurobiology and Cognitive Science Program

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, Taiwanese, and Japanese(basic).

PROJECTS

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

Fall 2019

- Part of 5-person teams, 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: Collaborate with programmers, 3D artists, and sound designers on project workflow to buildup guest experiences.

EXPERIENCE

Entertainment Technology Center

Pittsburgh, PA

HEAD TA (53831-A Building Virtual Worlds)

Aug 2020 - current

- Planning: Help plan and execute the first-ever remote BVW, supporting both the TA team and students for **remote teamwork**.
- Leadership: Coordinate the TA team of 16 to prepare, troubleshoot, and support the course with discipline-specific workshops.

UX RESEARCH & EXPERIENCE DESIGN (Fall Semester Project: CloudWorks)

Aug 2020 - current

- Design: Part of a 6-person team, developing a **multi-day virtual festival interactive experience** to celebrate students' work.
- UX Research: Research on conventions, users' stories, and identify tackle points for each user groups to support design.

Entertainment Technology Center & The Frick

Pittsburgh, PA

USER EXPERIENCE (Summer Internship)

Jun 2020 - Aug 2020

- Pre-production: Design **virtual tour experiences** for 5 collaborative museums around Pittsburgh area.
- UX Research: Research on a variety of user groups, including survey, interview, 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: Lead a team of 4 to develop an **interactive projection system tool** for the client for educational purposes.
- UX Research: Study users' needs and behavior, coordinate weekly testing on campus, and organize documentations.

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

Taiwan

PROJECT MANAGER

May 2019 - Jul 2019

- Production: Coordinate and execute 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: Synthesize 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: Develop a full-length tutorial on organ transplant for medical practitioners in Taiwan, and a promo animation to raise awareness.
- Conducted research, and **interviews with surgeons, nurses, and social workers to develop the scripts**.

Graduate Institute of Musicology, NTU

Taiwan

DESIGNER

(Aug 2017 - Feb 2018)

- Design: Developed two **educational animation on neuromusicology experiments for high school students**.