



KATIE WU

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/katiewu

EDUCATION

University of Pennsylvania

School of Engineering & Applied Science, Class of 2017, GPA: 3.52

Bachelors (BSE): Computer Graphics

Minor: Fine Arts

Courses

Computer Graphics, Computer Vision, Internet & Web Systems, Game Design, 3D Modeling, UI/UX

Honors

- *The Center for Social Impact Strategy Impact Lab Fellow*, 2017
- *Omega Honor Society*, 2016-2017
- Greek Life leadership society
- *Bell Senior Society*, 2016-2017, technology honor society

Extracurriculars

- *Panhellenic Council, VP of Public Relations*, 2016-2017:
- Re-branded all of sorority life (1400+ members) by changing logos, website, social media, and vocabulary

Parsons School of Design

Candidate for Certificate in Fashion Design, 2021

Courses:

Fashion Design I, Construction Techniques I and II, Fashion History, Fashion Entrepreneurship

AWARDS

- 2 paintings published in CRED Philly Magazine (Issue 6)
- 7 pottery pieces shown in the Nanyang Clay Gallery

EXPERIENCE

Bloomberg LP

New York, NY, Nov 2017 – Present

Software Engineer on AIM Trading Solutions

- Led 3 engineers to deliver fullstack support for a new financial asset: coded, managed dependencies, prioritized stories
- Led the first major UI redesign in 5 years, worked with PMs, UX, QA
- Re-architected and documented our cross-team rollout procedure for 30 engineers + QA, reducing team involvement by 54%
- Architected the vision to consolidate 3+ applications into 1, reducing tech debt and providing consistent UX
- Designed/conducting user interviews for a full application redesign
- UX and JavaScript mentor for the 300-person department
- Managed and mentored 1 intern and 3 new hires

Extracurriculars at Bloomberg

- Founded the D&I New Hire Engagement Initiative, hosted panels with 130+ attendees, now a permanent part of the new hire process
- Co-Lead of the Women in Tech Allyship Initiative, created content and delivered 5+ allyship workshops for 400+ people
- Founded BBees, a group installing beehives in the NY offices

Apple Inc.

Sunnyvale, CA, May 2016 – Aug 2016

3D Human Interface Prototyping Intern

- Developed fully functional iOS Apple Maps prototypes in Objective-C and Unity using experimental technologies
- Designed, implemented, pitched concepts, inspired two engineering teams to work on the project to improve the Maps experience

Squareknot

Philadelphia, PA, Jun 2015 – Sept 2015

User Experience Design Intern

- Lead designer on mobile: designed and coded fully interactive, animated prototypes with Framer.js, Sketch, InVision
- Collaborated with the front-end team through on UI bug fixes, exported designs in CSS and wrote functional specs

PROJECTS

Ourside: Augmented Reality App

Nov 2016 – Dec 2016

Developer - Unity3D + LeapMotion Finger Tracking

- Built and designed a Microsoft HoloLens app that allows users to draw in 3D using just their finger in Augmented Reality
- Project featured in the LeapMotion community page

Tailors+Madmen Watches

Jan 2015 – Nov 2015

Co-Founder, Creative Director

- Designed customizable watches and company website, raised \$15k+ on Kickstarter and funded by the Wharton Innovation Fund

SKILLS

Code/Technologies/Patterns

- JavaScript/TypeScript, C++, Python, Flux design, iOS, Splunk, Jenkins, Docker, SQL

Design/Other

- JIRA, Adobe Creative Suite, Sketch, Unity, Unreal Engine, Maya

VOLUNTEERING

Nov 2017 – Present

- 30+ hours yearly at organizations like Central Park Conservancy, Jamaica Bay Conservancy, New York Common Pantry