



ANNIE HUANG

UI/UX RESEARCH DESIGNER, PRODUCER

hsiaochh@andrew.cmu.edu | (412) 897-9076 | 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 Research + Design, Storyboards, Storytelling, Wireframe, Prototype Testing, Analysis, Data Visualization.

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

Languages: English, Mandarin, Taiwanese, 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 to buildup guest experiences.

EXPERIENCE

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

Pittsburgh, PA

PRODUCER / UX RESEARCHER

(Jan, 2020 -

- Production of a location-based experience design project, delivering an **interactive projection system tool.**
- Research on user/stakeholder needs. Coordination of weekly play-testing on campus. Documentation of the progress.

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

Taiwan

PROJECT MANAGER

(May 2019 - Jul 2019)

- Production of an e-learning for behavioral game therapy project for **families of children with Autism Spectrum Disorder (ASD), and 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 development and execution of the project.

RESEARCH ASSISTANT

(Aug 2016 - Apr 2019)

- Researched 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 conducted **behavioral game therapy for families of children with ASD in low-income communities.**

Reel Asia Picture

Taiwan

2D ANIMATOR

(Sep 2018 - Oct 2018)

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

PROJECT MANAGER

(May 2018 - Sep 2018)

- Production of 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, with animation.
- 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)

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