

KATHERINE YU

Los Angeles | (949) 561-2517 | katherine.yu.0@usc.edu | www.linkedin.com/in/27katherineyu | https://katyu.me

EDUCATION

University of Southern California Los Angeles, CA
Bachelor of Arts in Media Arts and Practice, School of Cinematic Arts Aug 2024-Dec 2026

- Coursework: AR/VR Development, 3D Modeling, Creative Coding, Psychology, Media Studies, Accessibility Design

EXPERIENCE

Wevr Inc. Los Angeles, CA
Virtual Reality R&D Intern January 2026-Present

- Evaluating VR interaction systems and documented usability and pipeline feedback to inform iterative development
- Supporting internal demo pipeline by preparing XR hardware environments and optimizing presentation workflows

University of Southern California, School of Cinematic Arts Los Angeles, CA
Graphic and Web Design Assistant August 2024-Present

- Design posters and animated title cards for a large-scale exhibition using Photoshop and Illustrator, applying visual design, composition, color, and spatial storytelling across 20+ assets through iterative stakeholder feedback
- Enhance department workflows by updating WordPress, editing administrative videos, and organizing digital assets for fast access

SAMOi Technology Co. Taipei, Taiwan
User Experience Design Intern July 2025-August 2025

- Designed a multi-wall immersive projection app in Figma, creating reusable components & UI adaptable to multiple venues
- Built iterative prototypes & user flows based on research & testing, refining visual hierarchy with daily stakeholder feedback
- Authored a design specification detailing 8 main Figma components, interaction patterns, and feature requirements for engineers

University of California, Irvine Irvine, CA
Digital Marketing & Creative Services Intern January 2024-June 2024

- Created graphics, edited videos, and produced 20+ media assets at live D1 events under real-time deadlines

PROJECTS

Snap Inc. - Spectacles AR Project Los Angeles, CA
AR Interaction Developer Feb 2026-Present

- Designing spatial interactions and implementing pinch-based gesture controls and geospatial tracking using Lens Studio (JavaScript/TypeScript)
- Presenting iterative prototypes in quarterly reviews with Snap team members, turning feedback into system refinements

Massachusetts Institute of Technology - MIT Reality Hack Boston, MA
Best Use of Raven AR Glasses Award January 2025

- Designed an award-winning hands-free AR driving prototype during a 2-day hackathon, focusing on clarity, visual hierarchy, and readability in safety-critical environments
- Crafted clarity-first interfaces, UI assets, and a demo video in Figma and Adobe tools to communicate system functionality

Sony Studios - Transmedia Challenge Los Angeles, CA
Best In-Vehicle Entertainment Experience Award October 2024-December 2024

- Selected as 1 of 10 USC students to prototype a gamified in-vehicle experience for the Afeela car in Blender, and iterated designs with Sony mentors to tailor to target users
- Pitched 3 commercialization strategies such as branded rewards to 20 executives from Sony, Icon Mobile, HP, and Disney

Irvine Valley College Immersive Spring Musical Los Angeles, CA
Projection Mapping & Motion Designer March 2024-April 2024

- Designed/produced animated projection visuals for an 8x30ft display using After Effects, rapidly learning projection mapping
- Executed a large-scale exterior installation on the IVC art building, aligning visuals with narrative tone

TECHNICAL SKILLS

- Technical Skills: HTML, CSS, JavaScript, TypeScript, Python, C#, Unity, Blender, Cinema 4D, Lens Studio
- Creative Tools: Adobe Photoshop, Adobe After Effects, Adobe InDesign, Adobe Illustrator, Figma, Procreate