

KATHERINE YU

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FOCUS AREAS: Interaction Design • UX/UI • Human-Computer Interaction • Spatial Computing • AI-Assisted Design

EDUCATION

University of Southern California Los Angeles, CA

Bachelor of Arts in Media Arts and Practice, School of Cinematic Arts

Aug 2024-May 2027

- Minor in Extended Reality Design & Development, Iovine and Young Academy
- Coursework: AR/VR Development, 3D Modeling, Creative Coding, Psychology, Media Studies, Accessibility Design

EXPERIENCE

Sony Immersive Music Studios (Sony Music Entertainment)

Los Angeles, CA

Creative Technologist Intern

June 2026-August 2026

- Researched and developed AI-assisted virtual production workflows, demonstrating 80%+ lower 3D environment build costs
- Led production of real-time 3D immersive media, accelerating months-long production cycles to 2 weeks
- Collaborated with artists and engineers to prototype real-time 3D pipelines in Unreal Engine, translating R&D findings into production-ready workflows

Wevr Inc.

Los Angeles, CA

Virtual Reality R&D Intern

January 2026-May 2026

- Evaluated VR interaction systems and documented usability findings to support iterative design and development
- Supported internal demo pipelines 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-May 2026

- Designed 20+ visual assets for a large-scale exhibition in Photoshop and Illustrator through iterative stakeholder feedback
- Managed web content, video assets, and digital communications supporting department events and public-facing initiatives

SAMOi Technology Co.

Taipei, Taiwan

User Experience Design Intern

July 2025-August 2025

- Designed user flows and Figma prototypes for multi-wall immersive experience, creating UI components across venues
- Conducted user research and usability testing, refining interaction patterns and UX through stakeholder feedback
- Authored a design specification detailing Figma components, interaction patterns, and feature requirements for engineers

PROJECTS

Snap Inc. - Spectacles AR Project

Los Angeles, CA

AR Interaction Developer

February 2026-May 2026

- Designed and prototyped spatial AR interactions in Lens Studio, developing gesture-based controls through usability testing
- Created spatial UI states and onboarding interactions, translating 2D UX patterns into intuitive AR experiences

Massachusetts Institute of Technology - MIT Reality Hack

Boston, MA

Best Use of Raven AR Glasses Award

January 2026

- Prototyped a hands-free AR driving interface using a Python SDK, exploring gaze interactions for automotive environments
- Designed UI assets and interactive prototypes in Figma, communicating system functionality and safety-critical UX behaviors

Sony Studios - Transmedia Challenge

Los Angeles, CA

Best In-Vehicle Entertainment Experience Award

October 2024-December 2024

- Designed and prototyped an in-vehicle experience for Sony Honda Mobility's AFEELA platform, exploring passenger UX and digital interfaces
- Developed and pitched the experience strategy to 20 executives from Sony, Icon Mobile, HP, and Disney

Future Cinema Creators Program

Los Angeles, CA

Amazon MGM Studios

September 2025-November 2025

- Awarded grant to develop an animated film while testing node-based generative AI workflows for creative production
- Presented project outcomes and workflow findings to Amazon MGM Studios panelists as a USC representative

TECHNICAL SKILLS

- **Design & Prototyping:** Figma, Adobe Photoshop, Illustrator, After Effects, Lens Studio, Blender, Unity, Unreal Engine
- **Development & AI:** JavaScript, TypeScript, C++, Python, Arduino, Codex, Stable Diffusion, ComfyUI, Runway, Vizcom, Meshy