

# KATIE ZHAO

Interaction Designer

kyzhao.art  
kzzzhao@gmail.com  
linkedin.com/in/kyzhao/

+1(614) 216 7844

## EXPERIENCE

### Photmersive

Class Project (Mar 2022 - May 2022)

*An intuitive AR app that lets users easily snap and share 360° photos of their favorite memories.*

- Created wireframes and final interactive prototype in Figma
- Conducted user interviews to refine concept and create personas and scenarios
- Designed interactions and transitions to engage users
- Conducted system usability scale tests to iterate on prototype

### SAIC

Data Visualization Internship (Jun 2021 - Aug 2021)

*Visualized multiple satellite defense scenarios and government responses for Space Force contract.*

- Converted data into graphs and 3D representations to communicate aerospace concepts
- Created UI popups to guide new users through an interactive presentation
- Designed map + graph UI in Figma and added functionality for UI wireframes in-engine
- Iterated on program based on feedback from multiple groups of users and audiences
- Created interactable scenarios and branching narratives in Unreal Engine

### SPOOKULELE

Art Lead (Jun 2021 - May 2022)

*Action-adventure game focusing on combos and musically based combat.*

- Worked closely with design and usability to graph player progression and improve readability
- Created UI mockups and transitions for main screen and player health using Figma
- Led visual direction and compiled visual style guidelines for environment artists
- Modeled and textured game-ready assets using Maya, Photoshop, and Substance Painter

## EDUCATION

### University of Southern California

*Major in Interactive Media,  
Minors in Programming and  
User Experience*

GPA: 3.9

*Relevant Courses:* Design for User Experience, Programming GUIs, iOS App Development, Managing Data in C++

## SKILLS

**General:** interaction design, user research, storyboarding, graphic design

**Technical:** Swift, Java, C++, C#, Python, Perforce/Git

**Software:** Figma, Adobe XD, Indesign, Illustrator, Photoshop, Maya, Premiere, Unity, Unreal