

# KATIE ZHAO

Interaction Designer

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## EXPERIENCE

### Trails Near Me

Individual Project (Nov 2021)

*iOS location-based AR app for finding information on trails and weather updates.*

- Created wireframes and mockups for user interaction in Figma
- Presented app proposal and demo to class and iterated based on class usability tests
- Implemented UI according to Apple's human interface guidelines
- Used ArcGIS API to determine user location and overlay park and trail information
- Used Apple's ARKit camera scene capture to take and store photos of physical sites

### SAIC

Data Visualization Internship (Jun 2021 - Aug 2021)

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

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

### SOULFARER

Art Lead, Art Director (Jan 2020 - Sep 2020)

*Mixed-reality grad research project for upper body rehabilitation.*

- Helped carry out usability tests with patients and therapists to design for both groups
- Worked with narrative team to translate patients' movements to in-game actions
- Implemented user feedback to solidify core gameplay loop and visual environment design

## 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