

MARISA LU

Visual and Interaction designer

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www.marisa.lu

240-778-5267

Education

Carnegie Mellon University

BDes and BHCI 2019

Design and HCI major

GPA: 3.8

Honors + Awards

Published at TEI International Design Conference

U.S. Geothermal Design and Social Media Campaign Winner

Code For Cause winner at AngelHacks Hackathon

Dean's List & Design Merit Award

Attended National Geothermal Research Council Conference

CMU Inaugural Presidential Scholar

National Merit Scholar

2014-2015: 5 juried Art shows, 10 National Scholastic Art & Writing recognitions

Skills

Adobe CC

Drawing

Sketch

Rapid prototyping

Research

Illustration

Java & Javascript

HTML/CSS

Framer.js

Wireframing

Processing/P5js

3D modeling

Storyboarding

Experience

Interaction Designer | CS and Psych Research

May '16- Now

Animated illustrations in Framer.js for an interactive children's book. Have continued on project as a research assistant in the psych labs.

Programming Teacher | TIC

June '13-August '19, 2016

Taught javascript and LOGO to summer students 6-16 yrs old.

Web Design Intern | Montgomery County

June '4-August '19, 2015

Designed web interface for multiple school sites (worked with Photoshop, HTML, CSS).

Artist | Solo Art Exhibition

July '16-18, 2015

Exhibited in first solo show with over 45 pieces in oil, watercolor and pastel. Handled set up, payments, and marketing.

Freelance Work & Design Chair | P.A.C.E.

2015-now

Commissions ranging from illustration to logos and paid promotional work as a design chair on the steering committee of the Pittsburgh Alliance for Civic Engagement.

Projects & Courses

T.E.I. Design Conference Paper & Demo

Authored a research paper and made working demo to be published and shown at the Tangible Embedded Interactions Conference in Japan, March 2017. Project includes mobile app platform, physical computing and rapid prototyping.

Building User Centered Sensor Systems

Learn, research, evaluate and build user centered android programs to analyze and use data from various sensor systems in new, applicable ways.

Interactivity & Computation with Golan Levin

Developed computer programmed games, interactive animations, data visualizations and generative art with Processing, P5.js, D3 for web data visualizations, and experimented with 3js for web vr.

Interactive Mobile Children's books

Prototyped for lab experiments I ran testing the potential of interactions with speech animated mobile books for an enhanced language acquisition in young children.