



VICTORIA XU

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OBJECTIVE

Passionate about applying Computer Science and design skills to create a seamless user experience to optimize the potential of inspiring, creative platforms.

SUMMARY

Second-year undergraduate student at Brown University, double majoring in Computer Science and Art. Work experience with web platforms, animations, and visuals, combining skills from both computer science and art to create solutions. Utilized HTML/CSS to build a website showcasing creative work at www.victoriayu.com.

SKILLS

- **Programming Languages:** Java, Ocaml, HTML, CSS, Javascript
- **Design tools:** Sketch, Framer, Balsamiq, Invision, Figma
- **Adobe Creative Suite:** After Effects, Premiere, Illustrator, Photoshop, In Design, XD
- **Languages:** English, native; Mandarin Chinese, proficient; German, intermediary
- **Microsoft Office:** Powerpoint, Excel, Word

EXPERIENCE

DISCOVER CONFERENCE 9/18-Present

Organizing the Discover conference which brings together STEM and art fields to foster interdisciplinary dialogue and discussion among student and faculty

INTACT WEB APP DESIGN 1/18-Present

Member of a 10-person team of web designers, writers, researchers, and field experts to construct a web platform for victims of abuse in personal relationships.

WEBSITE DESIGN FOR NEW MOON PICTURES, LLC 7/18-Present

Designing website for director and her production company New Moon Pictures
www.newmoonpictures.org & www.pamelatom.com

DIRECTOR OF PHOTOGRAPHY FOR SHORT FILM 9/18-Present

Leads shot list planning meetings and storyboards
Collaborates effectively with director and lighting to film shots

ANIMATION FOR A PBS DOCUMENTARY 6/18-8/18

Created animations for a feature PBS film *Finding Home: A Foster Youth Story*

FREELANCE LOGO DESIGN 6/17

Designed a logo commissioned by Outcomes, a local landscaping company, taking in customer input and brand to create a logo that best reflected their company.

INTERNSHIP AT EBAY 5/17

Worked on a web page illustrating eBay's history using HTML and CSS
Participated in team project meetings, gaining real-world insight into work flow

BANK OF AMERICA STUDENT LEADERSHIP PROGRAM 6/16-8/16

Interned full-time at a nonprofit YWCA, learning to work with local nonprofits and government to address issues like homelessness and low literacy rates.
Led multiple initiatives, including enrichment activities like science and art projects

EDUCATION

BROWN UNIVERSITY 2021

Double majoring in Computer Science and Art;

GPA: 4.0

Relevant Coursework & Projects:

User Interface and User Experience: focus on user interaction and modelling
Interviewed and researched in the field to analyze user experiences
Conducted user testing using A/B testing, eye tracking, and user sessions
Based on analysis from the above methods, made improvements to interfaces

Introduction to Computer Systems:

Learned C-language and assembly-level programming
Gained a deep understanding of high-level computer architecture and systems programming
Coded my own version of the shell to understand and create its functionality
Mastered optimization and memory allocation
Projects to understand multi-threaded programming with POSIX threads

Introduction to Computer Science:

Gained experience in functional and object-oriented programming: Java, OCaml, and Racket
Utilized artificial intelligence to create a computer player in Connect Four
Coded our own version of a programming language based on Racket
Conducted runtime analysis and optimization
Mastered essential algorithms

Digital 2D Media

Mastered skills in Photoshop and Illustrator
Created graphics, logos, maps, and diagrams
A final project utilizing Photoshop, Illustrator, and photography

Video Foundation: Sound and Image

Gained experience and mastery of sound and video recording and editing
A final project utilizing both to create a performative, video, sound piece

Art and Technology: Art History

Explored the ways in which technology, art, and society influence each other throughout history

Art and the social network before the Internet

Continued to explore the way societal structure is influenced by technology and how art and science continue to influence and build off each other
Crafted a final research paper covering concepts of chance, sound, and quantum computing

PROVIDENCE DAY SCHOOL 2017, Valedictorian

Highschool graduate

GPA: 4.0

Awards & Leadership

Valedictorian, 2017

Co-Founder of Happy Walls Mural-painting Nonprofit, 2015-17

Leader of Sow Much Good, nutrition accessibility Nonprofit, 2015-17

National Honor Society, 2015-17

Kum Laude, 2016-17

Citizenship and Leadership Award, 2017

Visual Arts Award, 2017

National German Honor Society, 2017