

D. LULU TANG

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STUDENT | SOFTWARE DEVELOPER |
GRAPHIC DESIGNER | ILLUSTRATOR

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EDUCATION

University of Michigan
Ann Arbor, MI
May 2015

Major in Computer Science and Engineering
Minor in Art & Design
GPA: 3.4/4.0

CORE SKILLS

Languages: C++, C, Java, SQL, Objective-C, HTML5, CSS, C#, JQuery, JavaScript
Media: Adobe Photoshop, Adobe Illustrator, Adobe InDesign

EXPERIENCE

Epic Systems: Healthcare Software

Software Developer Intern (May - August 2014)

I worked in a small sub-team of the ICU team at Epic developing a new activity in their software, Hyperspace, to visualize bilirubin levels in infants and help clinicians make decisions based on their lab results. I created the activity from scratch to work in addition to their existing code base using C#, JavaScript, and ASP.Net. I also led project management, created design documents and mockups, and conducted presentations to report the information to my colleagues and mentors.

Fetchnotes: Startup Note Management App

Graphic Designer and Community Manager (March 2012 - Current)

I worked as Fetchnotes' Graphic Designer where I developed and created logos, mascots, branding, merchandise, stickers, promotional graphics, and webcomics. My other responsibilities included designing layouts for the Fetchnotes mobile apps, web app, and desktop app as well as marketing through our blog, Facebook group, and Twitter.

Freelance Work

I do many paid side projects consisting of, but not limited to, logo design, illustration, branding, color theory, animation, and information visualization such as webcomics and infographics. Examples of my work can be found on my website listed at the top of this resume.

ITC International Transmission Company: Independent Michigan Power Line Company

Operations Intern (March - August 2012)

I interned on the Operations Engineering team at ITC where I developed Visual Basic programs for team members to increase efficiency in record keeping. I also worked on the Michigan power map to add new/missing power stations, remove obsolete stations, and update station connections to one another.

PROJECTS

Plum Magazine (*January 2014 - Present*)

I created Plum Magazine, a magazine in the form of an iOS app focused on content creation and distribution. All content is created by me and a small team and then distributed in 24-hour expiring bursts that can be collected by readers to save for later. Built with Objective-C.

The Wizard of Font (*September 2014 - Present*)

I am currently working on a web tool that helps users pick fonts for people who don't know much about Typography. The Wizard takes you through the yellow brick road flowchart of questions, including photo questions, to get you the best font for your project. Built with Sails.js on Node.js.

OTHER SKILLS

Programming & Media: Python, Verilog HDL, Visual Basic, MATLAB, Maple, Ableton Live
Operating Systems: Mac, Windows, Linux