

# MATTHEW SUH

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## Education

Cornell University, College of Arts & Sciences, Ithaca, NY

Expected May 2021

Bachelor of Arts in Information Science, Concentration in User Experience Design

GPA: 3.42, Arts & Sciences Dean's List: Fall 2018

## Relevant Coursework

- PSYCH 3420: Human Perception: Application to Computer Graphics, Art, Visual Display
- INFO 3450: Human-Computer Interaction

## Skills

- Adobe XD
- Sketch
- Photoshop
- HTML/CSS/JS
- Python
- Java

## Work Experience

Management Consultant Intern, Booz Allen Hamilton, McLean, VA

### IoT Hardware Security:

June 2019 – August 2019

- Worked in a five-member team to develop a scalable methodology to analyze and develop metrics for a risk assessment model in IoT connected devices and their respective supply chains.
- Developed extensive case studies and built personas to use during team led tabletop exercises.
- Presented research and methodology with 6-year business model to firm leadership.

### Autonomous Energy Management:

June 2018 – August 2018

- Worked in a five-member team to develop a proof of concept solution to autonomously manage and assess fuel infrastructure assets for the Defense Logistics Agency (DLA).
- Wireframed an interactive dashboard integrated with a LIDAR digital twin using Adobe Experience Design.
- Solely responsible for conceptualizing and developing a slick sheet describing our solution in brief, to be used as marketing material in internal presentations and with future firm clients.
- Presented findings and proposed solution with a 25-year business model to firm leadership.

## Research

Research Assistant, Communication & Collaborative Tech Lab, Cornell University

September 2018 – May 2019

### Telepresence Robot Accessibility Tool:

- Worked with a team of five researchers to integrate a BEAM telepresence robot in the Cornell community.
- Assisted in developing solutions to various problems afflicting the robot, such as Wi-Fi connectivity issues, terrain inaccessibility, and easy to use UI/UX through an accessibility tool.
- Contributed to research on human interaction with the robot, including the user's interaction experience.
- Used affinity diagrams, sketches, rapid prototyping, and low fidelity wireframes to design accessibility tool.

### Improving Video Chat and Livestreaming Experiences:

- Assisted in interviewing users to gather data on user experiences.
- Transcribed audio from user interviews in order to analyze interview data.
- Analyzed and tagged livestream chats to understand motivations behind user interactions.