MATTHEW SUH

(301) 956-4339

mys34@cornell.edu | matthewsuh.info | https://codepen.io/awesuhm/ |
https://www.linkedin.com/in/matthew-suh/

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

- INFO 3450: Human Computer Interaction
- INFO 4420: Designing Tech for Social Impact

Skills

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

Work Experience

UX Designer, Cornell University Libraries, Cornell University   Current

- Currently assisting in the transfer old university websites to new WordPress sites.
- Improving usability of each of the sites by conducting user interviews to receive feedback.

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