

MATTHEW SUH

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Education

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

Expected December 2020

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

GPA: 3.47, Arts & Sciences Dean's List: Fall 2018

Work Experience

Design Intern, Metrik, San Francisco, CA

May 2020 – August 2020

- Collaborated and iterated on the development of an application UI Interaction specification document.
- Created UI options for interactions on several features within the specification.
- Developed interaction notes to communicate functionality and purpose of specific elements within the spec.
- Solely developed an HTML/CSS style guide to communicate design styles of UI elements, enabling developers to code uniformity through the application development.
- Aggregated survey responses from UXR/Subject Matter Experts to compile a comprehensive report addressing the needs and potential market opportunities within in-house legal department software.

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 comprehensive 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)
- Solely responsible for conceptualizing and developing a slick sheet describing our solution in brief
- Presented findings and proposed solution with a 25-year business model to firm leadership

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
- Researched various interactions with poor usability and assisted in developing solutions to usability issues
- Used affinity diagrams, 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
- Analyzed and tagged livestream chat messages to understand motivations behind user interactions

Relevant Coursework

- INFO 3152: Intro Computer Game Design
- INFO 3450: Human Computer Interaction (TA Fall 2020)
- INFO 4240: Designing Tech for Social Impact

Skills

- Adobe CC
- Sketch
- Figma
- HTML/CSS/JS
- Python
- Java