

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: 3.43, Arts & Sciences Dean's List: Fall 2018

Relevant Coursework

- INFO 3300: Data-Driven Web Applications
- INFO 3450: Human Computer Interaction
- INFO 4240: Designing Tech for Social Impact

Skills

- Adobe Suite
- 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.
- Conducted extensive research into the current IoT market and the vulnerabilities of each device.
- 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).
- 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 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.