CONNIE LIU

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EDUCATION

Massachusetts Institute of Technology
B.S. Mechanical Engineering
Class of 2016 **GPA 4.9/5.0**

University of Cambridge
Mechanical Engineering
Spring 2015

Coursework

2.01 Mechanics of Structures
2.02A Materials Selection
2.03 Dynamics
2.005 Thermodynamics
2.007 Design & Manufacturing I
2.008 Design & Manufacturing II
2.671 Measurement & Instrumentation
6.022 Quantitative Physiology
6.041 Probabilistic Analysis

SKILLS

Machine Skills

Mill
Lathe
Injection Molding
3D Printing
Laser Cutting

Software Skills

Python
HTML/CSS
Solidworks
Arduino
Eagle
MATLAB

Design Skills

Adobe Illustrator
Adobe Photoshop
rapid prototyping
3D modeling
Photography

EXPERIENCE

New Deal Design

San Francisco, CA
Product Development Engineer June-August 2014

Designed and built multiple iterations of the hardware for a wearable consumer device and an electronic toy for high profile clients such as Google.

Collaborated on interdisciplinary teams for projects that utilized skills in Solidworks, rapid prototyping, microcontroller programming, and stable system design.

MIT Media Lab

Cambridge, MA
Undergraduate Researcher Sept 2013-June 2014

Developed the hardware for the FingerReader and presented a paper at the ACM CHI Conference. FingerReader was also featured in the Huffington Post.

Singapore University of Technology & Design

Singapore, Singapore
Undergraduate Researcher May-August 2013

Designed and tested multiple prototypes for the FingerReader, an assistive device to help blind people interact with text-based documents.

Planned and conducted multiple user studies of functional prototypes with blind persons and derived important insights about the product from user feedback.

LEADERSHIP

Design for America

Founder & President Sept 2013-Present

Led a group of over 300 students to design solutions for problems in the local community such as homelessness and literacy.

Coordinated a 15 member executive board and five project teams, spearheaded community and school publicity efforts, and organized events such as an IDEO Roundtable and Arduino Hackshop with over 150 students in attendance.

Developed a year-long design process curriculum to guide project teams to build high quality projects that focus on human-centered, empathetic design.

Society of Women Engineers

Vice President of Outreach Sept 2012-Present

Managed a team of 25 outreach chairs to carry out more than 15 outreach programs each year that serve over 3000 students.

Started multiple programs including College Connection, an international e-mentorship program, Science Saturdays, a program bringing science to libraries, and Design Squad, a weekly design class for middle school students.

Led efforts to represent MIT at the USA Science & Engineering Fair and inspire 5000 students to gain a greater interest in circuits and computer science through multiple hands-on activities such as squishy circuits and Makey Makey.

ACTIVITIES

Camp Kesem (counselor)
Dorm Government (social chair & entry chair)
Technique (staff photographer)
DynaMIT (Operations & Curriculum Officer)
Four Weeks for America (teacher)
Lemelson JV Inventeams (Curriculum Director)
MIT Dance Troupe (member)

HONORS

Business Insider Incredibly Impressive Student at MIT (2015)
ACM Computer-Human Interaction presenter (2014)
GE Women's Scholarship (2014)
$25000 Buick Achievers Scholarship Recipient (2013)