

CONNIE LIU

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SCHOOLS



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



University of Cambridge, Jesus College
Mechanical Engineering
Spring 2015 **First in 2 Modules**

Relevant Coursework

HGSE: Project Zero Perspectives
HGSE: Research Schools Practicum
Understanding & Evaluating Education

Probabilistic Systems Analysis
Statistics for Social Science
Organizational Behavior

Design & Manufacturing
Systems & Controls
Thermal-Fluids Engineering

SKILLS

Design Skills

Human-Centered Design
User Interviews
Adobe Illustrator
Rapid Prototyping
Experience Design

Software Skills

Python
HTML/CSS
Solidworks
Arduino
MATLAB

Machine Skills

Mill
Lathe
Injection Molding
3D Printing
Laser Cutting

Teaching Skills

Curriculum Design
Design Thinking
Program Development
STEAM Education
Project-Based Learning

EDUCATION

Nueva School

San Mateo, CA

i-Lab Teacher Aug 2016-Present

Design and teach courses in Robotics & Fabrication, Design for Social Good, and Design & Engineering.

MIT Media Lab: Social Computing

Cambridge, MA

Undergraduate Researcher Sept 2015-Jun 2016

Deployed Sensei, a distributed sensor network system, in three Montessori classrooms and interviewed teachers to determine best deployment methods and use cases.

Developed a Raspberry Pi video camera system to automatically transfer video footage to lab computers.

Design for America

Founder, President, & Project Director Sep 2013-Jun 2016

Garnered interest of 450+ students to design solutions for problems such as homelessness and literacy.

Coordinated a 15 member executive board, 25 project members, 10 mentors, and multiple campuswide events, each with over 100 students in attendance.

Developed a human centered design guide to help teams build high quality, empathetic designs.

Society of Women Engineers

Vice President of Educational Outreach Sep 2012-Jan 2015

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.

ENGINEERING

Rest Devices

Boston, MA

Product Development Engineer Jun-Aug 2015

Designed and programmed a robot to automate the manufacturing and assembly of a critical part of the flagship Rest Devices product, the Mimo Baby onesie.

Performed safety and performance testing on beta prototypes of a new connected nursery product.

Open Style Lab

Engineer Fellow Jun-Aug 2015

Worked on a team of three to design accessible pants for a client with muscular dystrophy.

Designed four different iterations while working with our client and partnering with many accessible design experts.

MIT Media Lab: Fluid Interfaces

Cambridge, MA

Undergraduate Researcher May 2013-Jan 2015

Developed the hardware and conducted multiple user studies for the FingerReader, an assistive device to help blind people interact with text-based documents. The device is being manufactured and will be sold in 2017.

Presented a paper at the ACM CHI Conference and was featured in the Huffington Post and Time.

New Deal Design

San Francisco, CA

Product Development Engineer June-Aug 2014

Designed and built the hardware for a wearable device and an electronic toy for high profile clients.

Collaborated on interdisciplinary teams to contribute skills in Solidworks, rapid prototyping, programming microcontrollers, and designing stable systems.