

CONNIE LIU

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EDUCATION



Massachusetts Institute of Technology

B.S. Mechanical Engineering

Class of 2016 GPA **4.9/5.0**

Coursework

2.01 Mechanics of Structures
2.02A Materials Selection
2.03 Dynamics

2.005 Thermal Fluids Engineering
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 Printer
Laser Cutter

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 multiple iterations of the hardware for a wearable device and an electronic toy.

Worked on interdisciplinary teams to carry out projects for high profile clients such as Google.

MIT Media Lab

Cambridge, MA

Undergraduate Researcher Sept 2013-June 2014

Designed the FingerReader and wrote a paper about the project that was presented at the ACM CHI Conference and featured in Huffington Post & Time.

Designed PCBs to research the use of thermal signals as user cues and as temperature regulation devices.

Singapore University of Technology & Design

Singapore, Singapore

Undergraduate Researcher May-August 2013

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

Conducted multiple user studies of functional prototypes on blind persons.

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 community hunger.

Coordinated a 10 member executive board and five project teams, established partnerships with companies and MIT faculty, and organized campus-wide events such as an Arduino Hackshop and a Graphic Design Hackshop with over 75 students in attendance at each.

Developed a design process curriculum to guide project teams to build high quality projects focused on human-centered 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 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 after-school design class for middle school students.

Led efforts to represent MIT at the USA Science & Engineering Fair and inspire 5000 students to gain an interest in circuits through activities like 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 (2014)
ACM Computer-Human Interaction Conference presenter (2014)
GE Women's Scholarship (2014)
\$25000 Buick Achievers Scholarship Recipient (2013)