

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, Jesus College
Mechanical Engineering
Spring 2015 **First in 2/5 Modules**

Coursework

HGSE: Project Zero Perspectives
Understanding & Evaluating Education
Organizational Behavior

Product Engineering Processes
Probabilistic Systems Analysis
Microeconomics

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

EXPERIENCE

Rest Devices

Boston, MA

Product Development Engineer June-August 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.

New Deal Design

San Francisco, CA

Product Development Engineer June-August 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.

MIT Media Lab

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.

LEADERSHIP

Design for America

Founder, President, & Project Director Sept 2013-Present

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 with over 100 students in attendance at each.

Mentored project teams and executive team on effective leadership and developed a human centered design guide to help teams build high quality, empathetic designs.

Open Style Lab

Engineer Fellow June-August 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.

Society of Women Engineers

Vice President of Educational Outreach Sept 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.

ACTIVITIES

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

HONORS

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