CONNIE LIU

connie@projectinvent.org | conniekliu.com | (760) 805-7638

SCHOOLS

Mass. Institute of Technology
B.S. Mech. Eng. (Phi Beta Kappa)
Class of 2016 **GPA 4.9/5.0**

University of Cambridge
Mechanical Engineering
Spring 2015 **1st in 2 Modules**

Stanford University
Graduate School of Business
Class of 2022 Admit

SKILLS

Software: Python, HTML/CSS, Arduino, MATLAB, Javascript, Solidworks, Fusion360, Adobe Suite (AI, PS, ID, LR)
Design: User Interviews, Rapid Prototyping, Needs Synthesis, Experience Design
Machines: Laser Cutter, 3D Printer, CNC Router, Bandsaw, Panel Saw, Drill Press, Manual Mill

EDUCATION

Project Invent
Founder & Executive Director Jun 2018-Present

Started a nonprofit empowering high school students nationwide to invent technologies to solve real problems in their own communities.

Scaled the program to 30 schools in 14 states and raised 150K in funding in one year.

The Nueva School
San Mateo, CA
I-Lab Engineer Aug 2016-Jun 2018

Design and lead courses in Robotics, Wearables, Social Entrepreneurship, and Design Thinking.

Started a student invention program that engages 1/8 of the student population and boosted minority participation in engineering by 250%.

Learn Capital
San Mateo, CA
Summer Fellow Jun-Aug 2017

Performed due diligence on various companies in the edtech space.

Completed market research and business strategy projects for companies like VIPKID and PhotoMath.

Design for America
Founder & President Sep 2013-Jun 2016

Recruited 450+ MIT undergraduates 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.

Wrote and published a design thinking book 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 serving over 3000 students.

Started multiple programs including an international high school e-mentorship program, a library science program, and a weekly design class for middle school students.

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-based video system to automatically capture classroom footage and transfer it to lab computers.

Open Style Lab
Engineer Fellow Jun-Aug 2015

Designed accessible pants for a client with muscular dystrophy on a team of three and partnered with accessible design experts.

Rest Devices
Boston, MA
Product Development Engineer Jun-Aug 2015

Designed and programmed a manufacturing robot to automate the assembly of a critical component of the Mimo Baby onesie.

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

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 manufactored and will be on sale in 2019.

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

Developed early iterations of the Play Impossible Game Ball and a wearable device for a high profile client.

Collaborated on multiple design teams to contribute skills in Solidworks, rapid prototyping, and programming microcontrollers.