

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 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 Machine

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

Developed the hardware for the FingerReader and wrote a paper about the project that was published and 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 for temperature regulation.

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.

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 literacy.

Coordinated a 15 member executive board and five project teams, spearheaded community and school-wide publicity efforts, and organized campus-wide 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

\$25000 Buick Achievers Scholarship Recipient (2013)

ACM Computer-Human Interaction Conference presenter (2014)

GE Women's Scholarship (2014)