

# DANIELLE HU

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## CONTACT:

### Current Address:

Carnegie Mellon University  
SMC 3822  
Pittsburgh, PA, 15289

### Permanent Address:

2707 Timacqua Drive  
Holiday, FL, 34691

## SKILLS:

### Programming:

Python	HTML
C	CSS
Javascript	SQL

### Adobe Creative Cloud:

Illustrator	Lightroom
Photoshop	

### Other: Arduino

## EDUCATION:

Carnegie Mellon University  
Pittsburgh, PA | May 2018  
GPA 3.19/4.00

Bachelor of Science in  
Electrical and Computer  
Engineering

## EXPERIENCE:

### Quadrotor StuCo & Quadrotor Project

Carnegie Mellon University Robotics Club  
September 2014 - Present

- > Taught students how to create their own Quadrotors. Used tools such as CAD Software, 3D Printers, laser cutting
- > Currently creating an educational kit to deploy to high school students to engage learning in robotics and programming

### Protolab Undergraduate Research Project

CMU's Human Computer Interaction Institute  
September 2015 - Present

- > Currently involved with web development of a presentation feedback tool, Peer Presents
- > Using NodeJS as a framework and MongoDB as a database

### SPIRAL Undergraduate Research Project

CMU's Electrical and Computer Engineering  
February 2015 - May 2015

- > Involved taking apart hardware components of computers and measuring the power of each part to measure precise data to determine information on power efficiencies.

## PROJECTS:

### Philly Home Finder

Pennapps - 36 Hour Hackathon  
September 5 - 7, 2015

- > Created a web application that took civil data from Philadelphia, and based on parameters set by the user, mapped priorities of neighborhoods based on those set parameters.
- > Worked on the UI & UX of the application using HTML, CSS, Flask, and Google Maps API

### The Piaino

Build 18 - Week Long Hackathon  
January 11, 2015 - Present

- > Created wearable gloves that played piano in the air
- > Implemented with flex sensors and the Arduino Uno to produce tones at certain frequencies.

### Ezzy World

15-112 Fundamentals of Programming  
November - December 2014

- > Developed and designed a life-simulating video game using Illustrator and Python

## ACTIVITIES:

**Society of Women Engineers (August 2014 - Present)** - Chapter Member

**Women in Electrical and Computer Engineering (August 2015 - Present)** - Chapter Member

**The Tartan - School Newspaper (January 2015 - Present)** - SciTech Writer & Photographer

**Project Ignite - High School Mentoring Initiative (September 2015 - Present)** - Project Manager

**WEBSITE:** <http://www.daniellehu.com>