Daniel Zhu

Designer + Creative
Technologist

dszhu@andrew.cmu.edu
dszhusd.vercel.app/
224 436 1474

Experience

Digicon Monitor | CMU Design

Mentoring students with project fabrication and manufacturing techniques. Running and maintaining digital fabrication tools, specifically epilog laser cutter and Raise3D FDM printers.

August 2022 -
Current

Research Assistant | DIG HCI

Adapted Falcon, an interactive big data visualization tool, for a browser experience. Built a front end framework for Falcon's existing repositories with Yarn, Svelte, and Typescript.

January 2022 -
May 2022

UI/UX and VR Designer | Biomotivate

Designed a dashboard to visualize biometric data for patients recovering from opioid addiction for clinician use. Conducted research, built prototypes, and collected feedback based on user testing sessions with local clinics.

January 2020 -
August 2020

Projects

TOBI: Data Visualization for Tangible Interfaces

Created TOBI, an electronic organism that reveals invisible characteristics of the invisible electronic environment around us using soft robotics and Arduino. Translating abstract concepts and data into biological movement, TOBI explores an emotive approach to data visualization.

Intelligent
Environments
Spring 2022

Favorite Foods by the Month

Mocked up wireframes, conducted user research, and implemented front and backend elements for the data exploration and recipe resource Favorite Foods by the Month. FFbtM synthesizes data from Google Trends and NYT APIs to help visitors find recipes while exploring historical data.

Interactive Data
Exploration
Fall 2021

Education

Carnegie Mellon University
August 2019 - May 2023

Bachelor of Design, HCI +
Physical Computing Minor

Skills

HTML/CSS	Photoshop	3D Printing	Solidworks
Javascript	After Effects	Laser Cutting	Fusion 360
Python	Illustrator	Raspberry Pi	Blender
Java	Figma	Arduino	Unity