Daniel Zhu

Designer + Creative
Technologist

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Experience

Creative Technologist Intern | Lippincott Consulting

June 2023 - Current

Prototyping frontend interactions and websites based on client input. Developing tools with emerging technologies – AR/VR, Laser cutting, AI models, and Unity.

Teaching Assistant | CMU Design

January 2023 - May 2023

Teaching students digital fabrication and electronic prototyping skills and techniques: laser cutting, 3D printing, Arduino, motion tracking, and Unity.

Digicon Monitor | CMU Design

August 2022 - May 2023

Mentoring students with project fabrication and manufacturing techniques – laser cutting and Raise3D printing. Made resources and training available for over 60 previously excluded students.

Research Assistant | DIG HCI

January 2022 - May 2022

Built a front end framework for Falcon, a interactive big data visualization tool, with Yarn, Svelte, and Typescript. Falcon reduces latency and computation time, resulting in 50 fps for multiple linked visualizations and billions of data points.

UI/UX and VR Designer | Biomotivate

January 2020 - August 2020

Designed a dashboard to visualize biometric data for patients recovering from opioid addiction for clinician use. Conducted user research at 3 local clinics and iterated on wireframes based on feedback from both patients and clinicians.

Education

Carnegie Mellon University
August 2019 - May 2023

Bachelor of Design, HCI +
Physical Computing Minor

Skills

HTML/CSS	UI Design	3D Printing	Solidworks
Javascript	UX Research	Laser Cutting	Fusion 360
React.js	Wireframing	Raspberry Pi	Blender
Svelte.js	Prototyping	Arduino	Rhino
Python	Photoshop	KiCad	openFrameworks
Node.js	After Effects	C++	Processing
Java	Illustrator	Max MSP	Unity
Go	Figma		P5.js