

Daniel Zhu

Designer, Developer + Creative Technologist

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Education

08/2019 -
05/2023

Carnegie Mellon University

Environments Design Major, Human Computer Interaction + Physical Computing Minors.
GPA 3.55, Deans List Spring 2023

Experience

06/2023 -
Current

Creative Technologist Intern | Lippincott Consulting

Researched and developed a full-stack web based AI tool for internal use with React and Flask implementing openAI and Stable Diffusion APIs. Created a VR data visualization and brand showcase application with Unity, Cesium, and external APIs.

Prototyped and developed interactive articles focusing on novel web interactions with React.js and Framer.js.

01/2023 -
05/2023

Teaching Assistant | CMU Design

Taught a class of 15 students digital fabrication and electronic prototyping skills and techniques: laser cutting, 3D printing, Arduino, motion tracking, and Unity.

08/2022 -
05/2023

Digicon Monitor | CMU Design

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

01/2022 -
05/2022

Research Assistant | DIG HCI

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.

01/2020 -
08/2020

UI/UX and VR Designer | Biomotivate

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

Tools + Skills

Design

UI Design, UX Research, Wireframing, Prototyping, Interaction Design, Drawing/Visualizing, Systems Thinking

Software

Photoshop, After Effects, Illustrator, Figma, XD, Blender, Rhino, Unity, Solidworks, Fusion 360, KiCad, Max MSP, Unity

Coding

HTML/CSS, Javascript, Typescript, React.js, Svelte.js, Python, D3, Node.js, Java, Go, openFrameworks, C#, Processing, P5.js, threejs

Physical

3D Printing, Laser Cutting, Raspberry Pi, Arduino, Soldering