# Daniel Zhu

Designer + Creative
Technologist

dszhu.design@gmail.com
[dszhusd.vercel.app/](dszhusd.vercel.app/)
224 436 1474

**Experience**

### Teaching Assistant | CMU Design

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

January 2022 -
Current

### Digicon Monitor | CMU Design

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

August 2022 -
Current

### 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.

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
user research at 3 local clinics and iterated on wireframes
based on feedback from both patients and clinicians.

January 2020 -
August 2020

**Projects**

### TOBI: Data Visualization for Tangible Interfaces

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

Intelligent
Environments
Spring 2022

### Favorite Foods by the Month

Favorite Foods by the Months is a recipe resource and data
exploration website. Drawing from Google Trends and NYT APIs,
it displays the 'trendiest' foods in each month.

Interactive Data
Visualization
Fall 2021

**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 | openFrameworks |
| Node.js | After Effects | Processing |
| Java | Illustrator | Unity |
| Go | Figma | P5.js |