

Daniel Zhu

Designer + Creative
Technologist

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Skills

HTML/CSS
Javascript
Python
Java
C++

3D Printing
Laser Cutting
Arduino

Photoshop
After Effects
Illustrator
InDesign
Figma

Solidworks
Fusion 360
Blender

Education

Carnegie Mellon University
Bachelor of Design, HCI Minor
August 2019 - May 2023

Experience

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 research, built prototypes, and collected feedback based on user testing sessions with local clinics.

Squash Coordinator | Lifetime Fitness October 2018 - June 2019

Developed lesson plans and routines with the head coach. Led group and private lessons for all skill levels.

3D Printing Teacher | Momentum Academy August 2017

Formulated and taught a 3D modeling and printing course for a K-12 summer program with Autodesk Fusion 360.

Activities

Executive Board | Design League August 2020 - June 2020

Worked in the event planning, budget management and general operations roles.