

SAMSON LIU

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SUMMARY

Educated in Architecture, passionate about HCI. Experienced visual and spatial designer, web developer and code enthusiast (Python, C, C# Unity). Seeking entry level UI/UX jobs.

EDUCATION

Carnegie Mellon University - May 2019

Bachelor of Architecture | Minor in Human Computer Interaction

Courses: Interactive Design Studio | Data Visualization | User Study and Evaluation | Imperative Programming

SKILLS

Software: Adobe Suite (PS, AI, ID, PR, XD), InVision, Unity 3D | Rhino 3D, Grasshopper, Maya, Revit, AutoCAD

Programming: Python, C, C# (Unity 3D) | HTML, CSS, Javascript (D3), Django

Technical: Prototyping, Wireframing, User Research | Architectural Design, Model Making, 3D Modeling, 3D Rendering

Languages: Chinese (native), English (fluent), Japanese (basic)

NOTABLE PROJECTS

Thesis: Spacy Language - August 2018 to Present

- Designed and built a system in VR to generate spatial experiences based on natural language input.
- Utilized basic NLP techniques and SQL database.
- Generated procedural mesh in Unity 3D.
- Presented final interactive exhibition in the Miller Gallery of Contemporary Arts.

Language Visualization Hub - Jan 2019 to May 2019

- Led a team of 3 people to build a Django web application to visualize text file input.
- Provided project idea, wireframing, front-end and NLP codes.
- Programmed and tested various form uploading mechanisms.

Eggschange - Jan 2018 to May 2018

- Created an application prototype for peer-to-peer teaching.
- Conducted user study, created prototypes, click throughs and pitch presentation.

Mean Images - August 2018 to Dec 2018

- Built a website for visualizing images as unstructured data with D3.js.
- Led the ideation process and built the front-end website.

PROFESSIONAL EXPERIENCE

Research Assistant for AR Architecture IOS App - May 2018 to Aug 2018

- Generated app prototypes and graphic design for an AR App to introduce various architecture murals in the Fine Arts building on campus.
- Generated textured 3D models to be integrated within the app.
- Collaborated with research and software teams throughout the development process.

Research Assistant for Generative Fabrication - Aug 2018 to May 2019

- Researched modular construction with novel structures using grasshopper/karamba
- Made test digital and physical models, diagrams and line drawings
- Fabricated and assembled a full-scale exhibition on campus.

Teaching Assistant for Media - Aug 2017 to Dec 2017

- Co-designed assignments; generated lecture material and sample submission to help students develop digital/analog rendering skills.
- Monitored lectures and in-class submissions for feedback to tweak the assignments and slides.