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 - Aug 2014 - May 2019
Bachelor of Architecture | Minor in Human Computer Interaction

SKILLS

Software:
Adobe Suite (PS, AI, ID, PR, XD), InVision, Unity 3D | Rhino 3D, Grasshopper, Maya, Revit, CAD
Hardware:
Wood Shop, Laser Cutter, 3D Printer, CNC Router
Programming:
Python, C, C# (Unity 3D) | HTML, CSS, Javascript (D3), Django
Languages:
Chinese (native), English (fluent), Japanese (basic)
General:
Prototyping, Wireframing, User Research | Architectural Design, Model Making, 3D Modeling, 3D Rendering

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.

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.

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.

EMPLOYMENT

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 frawings
- Fabricated and assembled a full-scale exhibition on campus.

Teaching Assistant for Media - Aug 2017 to Dec 2017
- Co-designed assignments and generated lecture material and sample submissiond to help students develop digital/analog rendering skills.
- Monitored lectures and in-class submissions to tweak the assignments and slides.