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), SQL | HTML, CSS(sass), Javascript (jQuery, D3, Ajax), Vue, Django
Technical:	User Research, Prototyping, Wireframing, Data Visualization | Architectural Design, Model Making, 3D Modeling, 3D Rendering
Languages:	Chinese (native), English (fluent), Japanese (basic)

UI/UX EXPERIENCE
Thesis: Spacy Language - August 2018 to Present
• Designed and built a system to generate spatial experiences based on natural language input.
• Quickly learned Unity 3D and made a functioning interactive prototype in Virtual Reality.
• Presented final interactive exhibition in the Miller Gallery of Contemporary Arts.

Language Visualization Hub - Jan 2019 to May 2019
• Led a cross-functional team of 3 people to build a Django web application to visualize text file input.
• Developed original project concept and generated wireframing, front-end and data visualization (D3.js) codes. Visualizations includes word cloud, word vector map, and phrase net.
• Ensured project delivery by setting timelines and milestones.

Eggschange: An App for peer-to-peer teaching - Jan 2018 to May 2018
• Conducted user research and set up interviews. Identified the sticking point: mutual trust between users.
• Generated personas, storyboards and scenarios. Iterated through paper prototypes to improve the user flow for registration. The final registration process encourages users to upload credentials without it being arduous or boring.
• Led the screen design process and created mood boards and a style sheet. Generated click throughs and pitch presentation.

Research Assistant for Augmented Reality Architecture iOS App - May 2018 to Aug 2018
• Generated prototypes, application assets and graphic design for an iOS application, to introduce various buildings on the murals in the Fine Arts building, through the use of Augmented Reality.
• Monitored project progress by consistently communicating with the research and the software teams to compile their progress into the prototypes.

RESEARCH EXPERIENCE
Research Assistant for Mean Images - August 2018 to Dec 2018
Built a website for visualizing images as unstructured data with D3.js. Wrote a web scraper to retrieve images.

Research Assistant for Generative Fabrication - Aug 2018 to May 2019
Researched modular construction with novel structures using grasshopper and karamba. Made test digital and physical models, diagrams and line drawings.
Fabricated and assembled full-scale mock-up for exhibition on campus.