

SAMSON LIU

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ABOUT ME

Educated in architecture and HCI, I'm experienced in applying digital expertise to help organize and inspire various design projects.

COURSES

Imperative Computation
Computer Systems
Web App Development

Architecture Studios
Interactive Design Studio
Analog/Digital Media
Enviro

Data Visualization
Human Factors
User-Centered Research and
Evaluation

HOBBIES

Volunteering:

Offered translation and interpretation from/to Chinese for Carnegie Library, Pittsburgh Parks, and other organizations. Helped new immigrants navigate and integrate to the neighborhood.

Music:

Taught myself to write and produce songs. Helped produce and record songs for musicians on campus. Organized events such as "Hack-A-Song" for the school's Independent Musician Organization.

EDUCATION

Carnegie Mellon University

Pittsburgh, PA | Aug 2014 - May 2019

Bachelor of Architecture | Minor in Human Computer Interaction

High School Affiliated to Nanjing Normal University

Nanjing, China

SKILLS

General:

Product Prototyping, UI/UX Design, User Research
Architecture Design, Model Making, 3D Modeling, Rendering

Software:

Unity 3D, Adobe Suite (PS, AI, ID, AE, DM, PR, XD), InVision
Rhino 3D, Maya, Grasshopper, Revit, CAD

Hardware:

Wood Shop, Laser Cutter, 3D Printer, CNC Router

Programming:

Python, C, C# (Unity 3D)
HTML, CSS, Javascript (D3), Django
Data Visualization, Web Programming

Languages:

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

EXPERIENCE/PROJECTS

Thesis: Spacy Language

Carnegie Mellon University | Pittsburgh PA | Spring 2019

Designed and built a system in VR to generate spatial experiences based on language input. Built in Unity 3D

Language Visualization Hub

Carnegie Mellon University | Pittsburgh PA | Spring 2019

Led a team of 3 people to build a Django web application to visualize text file input. Provided project idea, web design and NLP programming. Also involved in backend programming and user testing.

Eggschange

Carnegie Mellon University | Pittsburgh PA | Spring 2018

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

Research Assistant for AR Architecture IOS App

Carnegie Mellon University | Pittsburgh PA | Summer 2018

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