ANDY QIU

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edu**cation**

Carnegie Mellon University
May 2018 - present

GPA: 3.56 / 4.0

- B.A in Architecture
- Additional Major in Human-Computer Interaction
- Dean's List: Fall 2019
- Relevant coursework: Applied Machine Learning, Principles of Imperative Computation (In-progress)

exp**erience**

HCI Institute Summer REU
Summer 2020

Research Intern

- Worked together with Dr. Nikki Lobczowski and a team of postdoctoral researchers to develop MEME, an AI-based tutor that incorporates cognitive and motivational interventions to produce a multiplier effect on algebra learning
- Used JavaScript to developed CTAT Tutor plugins
- Conducted user studies and interviewed middle-school students
- Designed tutor interface prototypes using user studies as feedback

pro**jects**

Personal Website - andyjqiu.com
Jan - Feb 2021

Front-End Development

- Designed and developed front-end of personal website using CSS, HTML5, and JavaScript
- Created 3D graphics and transitions using WebGL shaders & libraries
- Built using jQuery framework and Node components

MAS Initiative
Nov 2019 - Feb 2020

Design Lead

- Aimed to relieve some of the underlying academic and career-oriented tensions present at universities world-wide through creative interface design and story-telling.

lan**guages & technologies**

Languages - C/C++, C#, Python, HTML5, S/CSS, JavaScript (jQuery, P5.js, THREE.js, gsap.js)
Software - Adobe CC, Premiere, AfterEffects, Figma, Rhino3D, AutoCAD, KeyShot, Lumion
Analog - Modeling, Woodworking, Hand Drafting, Sketching