

SAMANTHA SU

<http://sussam.github.io>
sus@ufl.edu
(314) 662-5788

EDUCATION

University of Florida
B.S. Computer Science
Gainesville, FL
August 2017 - present
Graduating Spring 2021

EXPERIENCE

UI/UX Designer Intern YANTRAedu

Remote
September 2020 - Current

- Working on designing a website that allows students to access coding quizzes that support the flipped classroom format
- Created wireframes and currently working on the UI for the instructor's view, quiz banks and analytics

UI/UX Designer Intern HangTech LLC

Remote
June 2020 - August 2020

- Created an intuitive design to guide users through a medical application with the features of signing up, patient input, and their unique QR code
- Researched and produced surveys, user scenarios, wireframes, and hi-fidelity prototypes using Figma

Undergraduate HCI Researcher

University of Florida
Gainesville, FL
October 2019 - May 2020

- AI-Education: Investigated and researched to understand whether learning in-site was more effective than not by creating contextualized and non-contextualized websites.
- AR Glasses: Conducted and analyzed studies about users interacting with augmented reality smart glasses and helped write the research publication

Product Manager At the Wellness Network Website

Gainesville, FL
August 2019 - December 2019

- Interfaced with client using node.js, react.js, HTML, and CSS to develop a website that allows users to perform online payments, listen to the radio, schedule appointments, and upload files
- Managed communication between team of 4 and client

Research & UX Designer AI Education

Gainesville, FL
January 2020 - May 2020

- Studied how to educate users on AI and to evaluate which two different methods of AI education delivery to understand which is most effective for understanding AI
- Developed two websites using HTML and CSS for users to interact with for the study

LEADERSHIP

Treasurer & Event Organizer SwampHacks V '19 & VI '20

Gainesville, FL
October 2018 - May 2020

- Communicated with corporate sponsors to secure \$45,000 utilized for a 700-person, 36-hour hackathon
- Developed workshops, contacted potential workshop leads and created contingencies for potential issues during the event

SKILLS

Design & UX Processes

Adobe XD, Figma, Pen and Paper
User Scenario, Storyboarding, Prototyping, Wireframing

Technical

HTML/CSS, C++, Java, React

Languages

Cantonese Chinese - Proficient
Mandarin Chinese - Conversational