

Samantha Su —

Product Designer

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EXPERIENCE

YANTRAedu — Product Designer

SEPT 2020 - PRESENT | REMOTE

Design and develop experiences for a website that allows students to access coding quizzes that support a flipped classroom. Built collaborative relationships with cross-functional team.

HangTech LLC — UI/UX Designer

JUNE 2020 - AUGUST 2020 | REMOTE

Led the UI/UX design and worked closely with developers of a dermatology medical app for hospitals with features of signing up, patient input, and their unique QR code.

ELX Lab — Undergraduate Researcher

OCT 2019 - MAY 2020 | GAINESVILLE, FL

Investigated and researched to understand how users respond to different methods of learning artificial intelligence. Performed user research, and provided low- and hi- fidelity prototypes.

Investigated the necessity of meaningful context anchoring in augmented reality smart glasses interaction for everyday learning. Contributed to the paper publication in IEEE.

LEADERSHIP

Treasurer & Event Organizer — SwampHacks '19 & '20

AUGUST 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

EDUCATION

University of Florida

GRADUATING MAY 2021

Bachelor of Science in
Computer Science

SKILLS

Design

Low & High-fi Prototypes
Sketching
User Flow
Wireframing
Interaction Design
Storyboarding
Presentation Design

Research

User Interviews
User Personas
User Scenarios
Usability Testing
Task Analysis

Development

HTML/CSS
C++
JAVA
JavaScript REACT

Languages

Cantonese Chinese
Mandarin Chinese