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

Undergraduate HCI Researcher
University of Florida
Gainesville, FL
October 2019 – May 2020

- AI-Education: Investigated if sources/types of explanation would affect users' understanding of the interface & perception of a movie
- AR Glasses: Conducted and analyzed studies about users interacting with augmented reality smart glasses and helped write the research publication

UX/UI Designer Intern
HangTech LLC
Gainesville, FL
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

PRODUCT DESIGN EXPERIENCE

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

Developer & Designer
Sublist
Gainesville, FL
February 2020 – May 2020

- Researched and designed a new application intended to connect subletters with those searching for temporary living arrangements using React
- Collaborated with other designers to create various prototypes for user testing

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