

# Daniel Zhu

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## Education

Carnegie Mellon  
Bachelor of Design  
Aug. 2019 - May 2023  
Pittsburgh, PA

## Skills

Photoshop  
After Effects  
Illustrator  
InDesign  
Figma

AutoCad  
Solidworks  
Fusion 360  
Blender

HTML  
JavaScript  
Python  
Java  
C++  
Go

Sketching  
Prototyping

## Languages

English  
Mandarin  
Latin

## Experience

### UI/UX and VR Designer | Biomotivate Pittsburgh, PA | Jan. 2020 - August. 2020

Designed an interface that presents biometric data collected from smart watches worn by opioid addiction patients as well as a risk factor metric derived from a machine learning algorithm.

Developed a Virtual Reality environment to test speculative therapy applications for opioid addiction.

Visited multiple treatment centers to gather patient feedback for both projects as well as the general patient experience in treatment centers and the Pittsburgh health care system.

### Squash Coordinator | Lifetime Fitness Vernon Hills, IL | Oct. 2018 - June 2019

Worked with the head coach to develop lesson plans for both beginner and advanced level players.

Conducted both group and private lessons for various levels of competition and age and acted as a coach for official tournament matches.

### 3D Modeling Instructor | Momentum Academy Lincolnshire, IL | Aug. 2017

Designed and taught a 3D printing and modeling course in a K-12 summer program using Autodesk Fusion 360.

Guided students through a basic 3D printing and modeling concepts ending with a printed final product.

## Activities

### Executive Board | Design League Carnegie Mellon University | Aug. 2020 - Present

Working in the event planning, budget management, and general operations roles.