SAMUEL CHENG

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About Me

I am a second year MS HCI student with a passion for understanding and telling the user's story, thinking about hard problems, and working visually. I care deeply about assistive technologies to better people's lives.

Education

MS, Human-Computer Interaction (2015-present)
Georgia Institute of Technology | GPA 4.0 (current)

BS, Computer Science (2008-2012)
Carnegie Mellon University | GPA 3.38

Experience

Graduate Research Assistant (2015-present)
Georgia Tech Research Institute | Atlanta, GA

Conducted user research and designed experiment to model how strain among hand tools affects fatigue. Co-developed a computational model for measuring skill decay in organizational design teams, including literature review and digital tool creation.

HCI Group - Graduate Student Intern (2016)
Draper Laboratory | Cambridge, MA

Worked on immersive situational awareness project by contributing to driving simulation development and demo, participating in brainstorming and design sessions, and user testing.

Computer Scientist (2012-2015)
US Army NETCOM | Ft. Huachuca, AZ

Created various technical guidance for Army certification authority infrastructure. Developed Python application to automate production of configuration files. Built web server for hosting critical files for cryptographic logon procedure.

Projects

kEMStree (2016)
Developed virtual reality game application using electrical muscle stimulation to help reinforce learning chemistry for students. Participated in Student Innovation Competition at UIST 2016 conference.

Floating Doctors (2016)
Designed information visualization of medical data including patient information, medical history, and geographical context for Floating Doctors, a non-profit organization serving in Central America.

S-Airplane Band (2016)
Designed and prototyped a wrist-wearable device that used both visual and haptic feedback to assist hearing-impaired passengers within an airport concourse.

Patient Education in ICU (2015)
Developed augmented reality application to assist family-clinician communication regarding sepsis in the ICU.

Memory Reminiscence (2015)
Developed prototype to assist caregivers of people with dementia manage memories using photos and slideshows.

Skills

Research
User research, usability testing, affinity mapping

Prototyping
Framer, Sketch, Balsamiq, KiCad, Arduino

Programming
Python, C#

Web
HTML, CSS, Javascript, D3, React

Design
Illustrator, InDesign

Other
Unity3D, Final Cut Pro