

Daniel Tsiu

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LinkedIn:

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Skills

User Research

Public Speaking

Affinity Mapping

Applied Behavior Analysis

Tools

Miro

Unity

Figma

Blender

Microsoft Excel

Programming

R

C++

Python

Javascript

Processing

HTML/ CSS

Language Proficiency

Native English

Elementary Japanese

Limited Working ASL

Limited Working Chinese

Education

Georgia Institute of Technology

Atlanta, GA / Expected Graduation: June 2023

MS in Human-Computer Interaction

University of California - Los Angeles

Los Angeles, CA / Graduated: June 2018

BS in Neuroscience

Minor in Bioinformatics

Work Experience

Positive Behavior Corps | Orlando, FL

Registered Behavior Technician, 2020 – 2021

- ❖ Providing behavior analysis services to ages 3 – 14 who have been diagnosed with autism
- ❖ Collecting observational data on target behaviors and acquisition skills
- ❖ Creating adaptive lesson plans that consider skill level and factors affecting the mental state

DEVEREUX – ADVANCED BEHAVIORAL HEALTH, Winter Park, FL

Direct Care Professional, 2019

- ❖ Supervised a group home of eleven individuals with characteristic, behavioral disorders ranging from low to high function and ages 13 – 26
- ❖ Utilized Applied Behavioral Analysis to teach clients basic hygiene tasks and proper social responses
- ❖ Performed homemaker duties, such as laundry, basic sanitation, and bed-making

HANDS ON ORLANDO, Orlando, FL

Volunteer Project Leader, Jul 2012 – Aug 2020

- ❖ Led groups of 10 - 50 people in various volunteer activities throughout the city of Orlando
- ❖ Provided services involving sanitation, beautification projects, and interactions for children, the elderly, and the physically and mentally disabled

Research Experience

Peking University - Research Assistant | Beijing, China

Wang Lab | Department of Computer Science & Technology *Summer 2018*

- ❖ Computer Graphics – rendering 3D images using the method of ray-tracing

UCLA - Research Assistant | Los Angeles, CA

Zili Lab | Department of Psychology, *2017 – 2018*

- ❖ Testing an individual's perception of vertical within a virtual environment (using the Oculus Rift) to collect data pertaining to visual/vestibular integration and sensory weighting and adaptation
- ❖ Manipulating the vestibular system using a galvanic vestibular stimulation device

ZarLab | Department of Psychiatry and Behavioral Science, *2018*

- ❖ Genome sequencing using the programming language Python, looking at the various genes associated with neuropsychiatric disorders
- ❖ Coded an algorithm to locate copy number variants in Alzheimer's disease