

Elizabeth Han

is an interaction
designer
and creative
technologist.

ehan.me

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Education

Carnegie Mellon University

Aug. 2018 – May 2022

Bachelor of Design (Environments)

Minor in Human-Computer Interaction
Minor in Intelligent Environments

Awards

2022 IxDA Interaction Awards Finalist

FRFAF Microgrant (Fall '21)

School of Design Merit Award ('21)

Dean's List (Spring '19)

Adobe Creative Jam '18 (3rd place)

Skills

Rapid Prototyping
Concept Development
Storyboarding
Conversational Design
User Research
Computational Design
Physical Computing

Adobe CC
Figma
Sketch

Javascript
p5.js
Unity
Blender
Arduino/C++
Python

Experience

Apple Interaction Design Intern, Machine Intelligence

May – Aug. 2021

Designed early concept for gestural interactions in space, based on AssistiveTouch for Apple Watch. Created detailed prototypes and design principles to inform future applications. Presented work to the head of Machine Intelligence and ML engineering team.

Apple Interaction Design Intern, Siri

June – Aug. 2020

Designed a voice-only experience on the Siri Conversational Interaction Design team for a core product feature. Led user interviews and proposed an experience from concept to detail.

CMU HCII Design Researcher

Feb. – May 2020

Conceptualized designs to improve student learning in Smart Maker Spaces.

Projects

Data Shrub [↗](#)

A speculative AI speaker aimed at making AI algorithms more transparent to its users. Created an interactive prototype using novel fabrication methods.

Open Door Museum (IxDA Awards Finalist '22) [↗](#)

A network of community exhibitions to democratize museum curation. Built a working prototype using Arduino, Javascript, and Firebase. Funded by the STUDIO for Creative Inquiry. Exhibited at "Future of Museums—Beyond the Museums Walls."

Pixel Push [↗](#)

A collaborative painting game for students to connect remotely. Built a working prototype using Javascript and Socket.IO.