

Griffin Tang

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1 (917) 655-0391
Portfolio

Education

Carnegie Mellon University

B.S. Information Systems, Spring 2020

College Honors, University Honors,
Dean's List High Honors, Humanities Scholar

Minors: HCI & Physical Computing

Honors Fellow Research Grant, Invent Grant,
Summer Research Fellow Grant

Experience

Apple Inc. 2020 – Present

Designer, Applied Machine Learning

Lead User Researcher. Responsible individual
for design strategy including UX, visual design,
motion design, and brand usage.

The Robotics Institute & NASA 2019

Lead, Mission & Surface Operations

Roadmapped and managed the Mission Ops
Division for MoonRanger on its quest to find
and map water at the lunar pole. Launches '22.

☑ Published in iSAIRAS/iEEE

Universal Creative 2018

SWE Intern, Advanced Tech Interactives

Developed digital twin Unity simulation to
accelerate timelines and engineering for
Hagrid's Magical Creatures Adventure.

☑ Patent – Future Interface (Accepted '21)

Research Projects

Light Kitchen 2020

Research Grant Fellow, HCII & Heinz

Developed contextual future interface.
Created XR app for any surface using
depth sensing and projection mapping.

☑ Undergraduate Honors Thesis

Infant Attention Analysis 2018

Research Grant Fellow, Cognition Lab

Assesses ADHD in preliterate children
using eye tracking and novel stimuli for
future clinical use.

Skills

Design

Research, Product, Novel Interfaces

Computation

Python, C, Unity/C#, Java, JavaScript

Application

Ruby/Rails, iOS, SQL, MongoDB, Redis

Fabrication

3D Printing, PCB, Ceramics, Fabrics

Navigation

Private Pilot (Student), Sailing

Relaxation

Cooking, Curing, Brewing, Baking