

Hudson Treu

Design Engineer

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Objective

Designer and developer with 6 years of experience creating interactive digital experiences to empower, delight, and connect people through technology. Specializing in UX/UI design, experience design, UI engineering, and prototyping with emerging tech, I aim to shape innovative interaction paradigms and aesthetics in software and technology.

Education

Georgia Institute of Technology

M.S. Human-Computer Interaction | GPA 4.0
Atlanta, GA | 2022 - 2024

Kansas State University

B.S. Psychology | GPA 3.94
Manhattan, KS | 2016 - 2018

Massachusetts Institute of Technology

Certificate, Designing and Building AI Products
Online | Summer 2023

New York University

Tandon Bridge to Computer Science
Online | Summer 2022

ICON Collective College of Music

Certificate, Audio Production
(Student of the Year)
Online | 2020-2022

Toolkit

Design

Figma	Design Systems
Adobe Suite	Design Thinking
Framer	Wireframing
Notion	Prototyping

Development

HTML	Node
CSS	React
JavaScript	Angular
Typescript	Next
GLSL	Git
p5.js	VSCode
three.js	Python

Media

MaxMSP	TouchDesigner
Arduino	Ableton Live

Work Experience

Design Technologist | SageNet

Atlanta, GA | 2024 - Current

- Serve on a diverse R&D team to create innovative digital solutions at all scales, from SaaS platforms and interactive AI systems to mobile apps and 0-to-1 solutions, contributing expertise in UX design, UI design, graphic design, and front-end development.

UX Designer | Aayats

Atlanta, GA | 2024

- Led mobile application design and assisted in development of Aayats' AI-driven music production application.

Graduate Teaching Assistant: Expressive Computation | Georgia Tech

Atlanta, GA | 2023

- Instructed HCI master's students on programming interactive visual media with JavaScript and prototyping with microcontrollers.
- Produced lesson plans and code examples, facilitated lab sessions, and provided one-on-one project support.

Medical Case Manager | Mind Springs Health

Vail, CO | 2019 - 2022

- Aided psychiatric team through database management, clinical chart upkeep, and reporting.
- Directed staff through training, team management, policy development, and process improvement initiatives.

Research Assistant | Kansas State Visual Cognition Lab

Manhattan, KS | 2018

- Prepared, executed, and analyzed vision and memory experiments on scene perception.

Selected Projects

AI Kiosk | 2024

- Pioneered a high-performance voice ordering kiosk using ChatGPT API, delivering seamless, accessible, multi-modal interaction through end-to-end experience design, UI design, and development.

v.4MP | 2024

- Executed an iterative UX research, design, and development process to deliver an intuitive music visualization tool, filling gaps in existing software to meet the specific needs of free improvising performers.

Extension of Community: Gather the Forest | 2023

- Produced a large-scale interactive media installation for Atlanta's Extension of Community exhibition, using TouchDesigner, Python, JavaScript, MaxMSP, and AI to raise awareness of technology's impact on climate change, engaging over 300 participants.

Accessible Safari | 2023

- Developed an object detection and sonification web app to advance accessible tourism technologies, enhancing auditory scene analysis for the visually impaired.
- Leveraged MaxMSP and Node.js to enable real-time response to YOLOv8, boosting processing speeds by 3x over the previous framework.

Awards

- Dr. Gerald Lage Academic Achievement Award (The Big 12 Conference's highest academic honor)
- Kansas State Deans List • Big 12 All-Academic Team • Phi Kappa Phi Honor Society