

Mochen Liu

To pursue a Master's Degree in Human Computer Interaction

Summary of Merits

Extensive research experience

Creative ability to solve complex issues

Rich inspiration in design and excellent computer skills

Hobbies and Interests

Reading materials about UE, UX and interaction design

Reading psychological books,

Hand drawing & Playing badminton

Education

2007.09 – 2011.07

Beijing University of Technology, Beijing, China

Bachelor of Software Engineering

Experience

2010.12 – 2012.07

Product Manager, Happy Elements

- ♦ Planning and designing the operational activity of online games, including regulations, wireframe and data analysis
- ♦ Designing new games, wireframe, interface and interaction
- ♦ Communicating with technicians and visual artists to ensure timely completion of the tasks and test passed

2010.09 – 2012.10

Web Developer and Designer Intern, ChinaSoft International

- ♦ Designing the style of system's front page with interaction and logic and putting into implementation
- ♦ Designing the entire UI style, UX system and OA system in my team
- ♦ Implementing the backend logic of the "Log in" module

2010.01 – 2010.02

Web Designer Intern, CITIC Networks

- ♦ Doing the graphic, structure design and color design of webpage

Honors & Awards

2010.09

Won the honor of "Excellent Development Team" in ChinaSoft International

2010.05

Won the Spark Fund (Scholarship) of Beijing University of Technology

Software

Dreamweaver

Photoshop

Illustrator

Flash

Excel / Word / PowerPoint

XMind

Visio

Axure

Balsamiq

Programming

HTML / CSS

JavaScript

Java / C++

SQL

Languages

Chinese

English



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