Mochen Liu
Interaction & UX Designer

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812-606-9925
San Jose, CA

SKILLS

Coding
HTML5
CSS3
JavaScript
JQuery
Framer.JS

Tools
Sketch
Pixate
Photoshop
After Effect
Invision

Methods
Sketching
Wireframing
Prototyping
Ideation
Affinity Diagrams
Storyboarding

Interests
Traveling
Hiking
Gaming
Photography
Technology
Animation

EDUCATION

M.S. in Human Computer Interaction
Indiana University Bloomington
08/2014 - 05/2016

B.Eng in Software Engineering
Beijing University of Technology
09/2007 - 07/2011

EXPERIENCE

Interaction Design Intern
Idean.inc
06/2015 - 08/2015

Redesigned the internal recruiting tool, including interviewing, benchmarking, sketching, wireframing, prototyping and testing. Collected feedback and improved design from user validations and design critique meetings.

Worked collaboratively with a team of designers on ideation, sketching, wireframing, interviewing and testing.

Associate Instructor
Indiana University Bloomington
08/2015 - 05/2016

Mentored senior students with their capstone projects. Advised teams through the process of design and development. Provided feedbacks and suggestions.

Product Designer
eDaoyou
10/2013 - 03/2014

Worked closely with visual designers and engineers to build the mobile app for our start-up project: DropBeacon. Designed the responsive website of our product and participated front-end developing using HTML, CSS and jQuery.

Built wireframes, prototypes of our products and streamlined user experience.

Product Designer
Happy Elements
12/2010 - 07/2012

Collaborated with engineers, product managers, game designers and visual designers in a small team to create our new game. Established style guides for the interface. Sketched concepts, built wireframes and prototyped the interaction. Facilitated sprint planning. Improved experience of some features from collected and analysis user data.

Shared my skills at the weekly workshop.