Natalie Lui

UI/UX Designer | Frontend Developer | SWE

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Work Experience

UCI Multimedia Resource Center, Irvine   APR 2024-Present
Peer Technology Trainer

- Supported students in navigating digital tools including 3D printing, video editing software, recording equipment, etc
- Performed technical troubleshooting and routine maintenance on hardware and software systems
- Maintained organized and up-to-date inventory records to streamline equipment availability and resource planning

Projects & Organizations

Personal Project
Interlude | Spotify Recommendation App (In Development)   JUL 2025 - Present

- Built with Node.js and Spotify Web API to analyze and compare user listening histories
- Developed data collection and analysis algorithms to identify overlap in listening patterns between users to recommend undiscovered tracks for both users
- Enhancing backend with advanced filtering and scoring to refine recommendation results, while developing a frontend interface to enable seamless user exploration

Design @ UCI, Irvine   JAN 2025-Present
Graphic Designer & Web Collaborator

- Designed graphics and developed visual branding for Design @ UCI's website and social media, maintaining a cohesive digital presence across platforms
- Specialized in a website and Instagram campaign promoting UCI's annual Designathon, reaching over 1,000 attendees from 84+ universities via web and Instagram
- Collaborated with a cross-functional team to design and launch a custom website, aligning UI decisions with the organization's mission of inclusivity and creative empowerment.

Design @ UCI Project Teams, Irvine   JAN 2025-MAR 2025
UI/UX Designer

- Collaborated in the end-to-end design and development of a task management application
- Contributed to the creation of user flows, wireframes (low and-high fidelity), and interactive prototypes using industry-standard tools such as Figma and Adobe Photoshop
- Conducted user research and usability testing to inform design decisions and iterate on user interface improvements
- Translated design concepts into a functional front-end prototype, ensuring responsive layout and user-centric interaction design

UCSC COSMOS, Santa Cruz   JUL 2022 - AUG 2022
Programmer & Game Designer

- Designed and developed an original puzzle-adventure game, contributing to core gameplay logic and narrative design
- Utilized tools such as Unity, Maya, Blender, and Adobe Photoshop to integrate 2D/3D modeling, game mechanics, and visual design
- Gained hands-on experience in prototyping, iterative development, frontend coding, and aligning visual aesthetics with user experience goals

Skills

Programming Languages -- HTML, CSS, Python, Java, C#, C++, Javascript, SQL, Node.js, Rest API
Softwares -- Repl.it, DaVinci Resolve, Unity, Maya, Blender, Adobe Photoshop, Github, Figma, Adobe Illustrator
Technical Team Management, Collaboration, Graphic Design, Video Editing, Communication, Adaptability

Spoken Languages: English, Cantonese, Mandarin

Education

University of California, Irvine (UCI)   B.S. Computer Science   Junior Year
                                                   Minor: Informatics