Selina Liu

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selinaliu8.github.io/portfolio-react/

EDUCATION

University of Michigan   Ann Arbor, MI
Bachelor of Arts   *September 2020 - May 2024*
- Major: Art & Design, Minors: Computer Science, UX Design
- GPA: 3.53
- Discrete Math, Data Structures, Data Structures & Algorithm, Web Systems, Information Studies, Web Design, Development, and Accessibility, Interaction Design, Product Design

University of Washington   Seattle, WA
Master of Science in Information Management   *September 2024 - Present*
- Specialization: Data Science

EXPERIENCE

Data Management Intern – UX   May 2023 – August 2023
Procter & Gamble   *Cincinnati, OH*
- Implemented front-end development using React.js and connected it seamlessly to Node back-end through SQL Server integration and managing code base and documentation in Azure DevOps.
- Propelled code quality and development speed, **reducing 1000+ lines of code** in multiple files to less than 200 lines of code.
- Led the end-to-end UX/UI design process for the Data Management Maturity assessment, resulting in increased efficiency and improved user experience by **50%** according to user feedback for the Data & Analytics Department.
- Automated the product supply data hub table requesting process and streamlined payment and approval procedures by leveraging ServiceNow resulting in a **60% increase** in production rate.

Design Intern   June 2022 – July 2022
International Leadership Foundation   *Washington, D.C.*
- Designed graphics for the program book to display to multiple government officials such as Congresswoman Elaine Chao and Congresswoman Michael Steel.
- Innovated the design and development of sections of the official International Leadership Foundation website for a better user experience and overall aesthetics.

LEADERSHIP

Product Lead, AR Developer   September 2022 – May 2024
CLAWS (Collaborative Lab For Advancing Work in Space)   *Ann Arbor, MI*
- Led and managed the development of Vital feature for NASA Suit, seamlessly connecting UX, Web, and AR components while creating a user-friendly front-end and enabling two-way data communication using WebSocket and the Unity Game Engine.
- Contributed to developing menu and AI chatbot features for the NASA Spacesuit Challenge, collaborating with the UX team to create a front-end experience on the MRTK HoloLens platform.
- Created front-end development by utilizing Unity 3D and C#, effectively connecting an AI chatbot to the MRTK HoloLens platform displaying dynamically changing messages between users and the chatbot with speaking animation.

VP Outreach   January 2022 – December 2023
Alpha Theta Delta (Professional Multidisciplinary Design Fraternity)   *Ann Arbor, MI*
- Organized 7+ fundraiser events raising $700 for different local schools and worldwide charities.
- Spearheaded planning and coordination of a series of events such as design jams and formals in collaboration with diverse University of Michigan organizations.

PROJECTS

Johnny's Trail (Mobile Game Development) | *Unity Game Engine, C#, Aesprite*   April 2022 – August 2022
- Designed game mechanics, user interfaces, code structures, and soundscapes using Unity Game Engine 2D and C#, ensuring a positive gaming experience for players.
- Produced game graphics using the digital art program Asprite, employing a keen eye for detail and artistic creativity to enhance the overall visual appeal and aesthetic quality of the game.

UEvent (Co-founder) | *Figma, Adobe Photoshop, Adobe Illustrator*   April 2021 – May 2022
- Created graphics and animations for advertisements for the application which contributed to over **1000+ downloads** all over the University of Michigan campus
- Designed **50+ icons/logos/screens** to improve the quality of the application

TECHNICAL SKILLS

Languages: C++, C#, HTML, CSS, JavaScript, TypeScript, Python
Frameworks: React.js, Next.js, Node.js
Developer Tools: VS Code, Visual Studio, XCode, Git, NPM
Applications: Unity Game Engine, Figma, Adobe Photoshop, Adobe Illustrator, AzureDevOps, ServiceNow