Selina Liu

734-972-5295 | Seattle, WA | selinal@uw.edu | linkedin.com/in/selinaliu8/ | selinaliu8.github.io/portfolio-react/

EDUCATION

Master of Science in Information Management Seattle, WA
University of Washington *September 2024 - August 2025*
- Specialization: Business Intelligence

Bachelor of Arts in Art & Design Ann Arbor, MI
University of Michigan *September 2020 - May 2024*
- Specialization: Interaction Design
- Minors: Computer Science, UX Design

SKILLS

Technical Languages: C++, C#, HTML, CSS, JavaScript, TypeScript, Python, SQL, R
Frameworks: React.js, Next.js, Express.js, Flask
Developer Tools: VS Code, Visual Studio, R Studio, XCode, Git, NPM
Applications: Unity Game Engine, Figma, Adobe Photoshop, Adobe Illustrator, AzureDevOps, ServiceNow
Soft Skills: Project Management, Team Leadership

EXPERIENCE

Web Developer September 2024 – present
University of Washington Biology Department *Seattle, WA*
- Identified and resolved major bugs in the code base, effectively unblocking project publication and ensuring timely delivery within two weeks.
- Improved user experience and readability by refining the UI/UX design, ensuring a more intuitive and visually appealing interface for users.

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 Michelle 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

UEvent (Co-founder) | *Figma, Adobe Photoshop, Adobe Illustrator* April 2021 – May 2022
- **Project Description:** UEvent is a mobile app that streamlines event discovery and organization for University of Michigan students. It provides an intuitive platform where students can find and organize a wide range of campus events, from professional networking opportunities to entertainment-focused activities.
- 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