

# Selina Liu

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## EDUCATION

### Master of Science in Information Management

Seattle, WA

*University of Washington*

September 2024 - August 2025

- Specialization: Business Intelligence
- Courses: Information Management, Strategic Leadership, Data Science Fundamentals, Relational Database Management Systems

### Bachelor of Arts in Art & Design

Ann Arbor, MI

*University of Michigan*

September 2020 - May 2024

- Specialization: majored in Art & Design; minored in UX design and Computer Science
- Courses: Web Systems, Data Structure & Algorithm, Information Studies, Discrete Math, Interaction Design

## SKILLS

**Technical Languages:** C++, C#, HTML, CSS, JavaScript, TypeScript, Python, SQL, R

**Frameworks:** React.js, Next.js, Express.js, Flask, Node.js

**Developer Tools:** VS Code, Visual Studio, R Studio, XCode, Git, NPM

**Applications:** Unity Game Engine, Figma, Adobe Photoshop, Adobe Illustrator, AzureDevOps, ServiceNow, Tableaus, PowerBI

**Soft Skills:** Project Management, Product Management, Team Leadership, Collaboration, Communication, Agile Methodologies, Waterfall Methodologies, Information Management

## EXPERIENCE

### Web Developer

September 2024 – present

*University of Washington Biology Department*

Seattle, WA

- **Credited as a published author** in bioRxiv and GENETICS for contributions to the development of the department's web application, supporting research accessibility and data dissemination.
- **Managed the migration process** of the application repository to a personal fork, coordinating with stakeholders to ensure a seamless transition and minimal downtime.
- **Led the resolution of 20+ critical bugs**, prioritizing tasks based on impact and collaborating with team members to enhance application stability.
- Documented **SQL and IP user access** processes, creating a knowledge base for future team members and ensuring smooth local and remote operations.
- Engineered a new "Delete" function that unlocked a crucial operational capability for researchers, allowing them to manage and refine their gene templates more efficiently within the application.

### 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.

## PROJECTS

### NASA Suits Challenge (Product Lead, AR Developer) | *Unity Game Engine, C#*

September 2022 – May 2024

- Led and managed the development of **3 crucial features** 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**.
- Implemented advanced menu and AI chatbot features for NASA's Spacesuit Challenge, enabling delivery of **30+ critical AI-driven responses** to support astronauts in real-time.
- Led sprint planning and backlog grooming sessions, ensuring that team efforts were aligned with stakeholder requirements and project timelines.

### 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.
- Managed the **end-to-end development** of UEvent, a mobile app for event discovery, coordinating a team of **5 developers and designers** to deliver the project on time and within budget.
- Created graphics and animations for advertisements, contributing to **over 1,000+ downloads** across the University of Michigan campus.

## LEADERSHIP

### ECA Student Representative

October 2024 - Present

*AIMS (Association of Information Management Students)*

Seattle, WA

- Built a professional relationship with the Co-founder and Senior Product Manager of Quadrant Technologies and organized a high-impact networking event, successfully bringing together **70+ MSIM students** and **20+ Quadrant employees** for career development and industry insights in cloud computing.

### 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.
- Planned and coordinated **30+ events** such as design jams and formals in collaboration with diverse University of Michigan organizations.