

Selina Liu

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CAREER OBJECTIVE

With a diverse background in UX, computer science, data analysis and art, I aspire to transition into a project management role where I can combine technical expertise with creative problem solving to lead teams, optimize workflows and deliver innovative solutions.

EXPERIENCE

Web Developer

September 2024 – present

University of Washington Biology Department

Seattle, WA

- **Credited as a published author** in bioRxiv and potentially G3 for contributions to the development of the department's web application, supporting research accessibility and data dissemination.
- **Led the resolution of 20+ critical bugs, reducing website crashes by 35%**, 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 that **reduced onboarding time for new developers by 40%**
- 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**.
- 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.

EDUCATION

University of Washington

Seattle, WA

Master of Science in Information Management

September 2024 - August 2025

- Specialization: Business Intelligence

University of Michigan

Ann Arbor, MI

Bachelor of Arts in Art & Design

September 2020 - May 2024

- Specialization: majored in Art & Design; minored in UX design and Computer Science

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.

SKILLS

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

Frameworks and Tool: React.js, Next.js, Express.js, Flask, Node.js, VS Code, Visual Studio, R Studio, XCode, Git, NPM

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

Soft Skills: Project Management, Product Management, Team Leadership, Collaboration, Communication, Agile Methodologies, Waterfall Methodologies, Information Management, Decision-making, Data Analytics