

Selina Liu

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EDUCATION

University of Michigan

Bachelor of Arts

Ann Arbor, MI

Expected May 2024

- Major: Art & Design, Minors: Computer Science, UX Design
- GPA: 3.65
- Discrete Math, Data Structures, Data Structures & Algorithm, Web Systems, Information Studies, Web Design, Development, and Accessibility, Interaction Design, Product Design

EXPERIENCE

Data Management Intern

Procter & Gamble

May 2023 – August 2023

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 and a **cost avoidance of \$150k/year**.

Design Intern

International Leadership Foundation

June 2022 – July 2022

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

CLAWS (Collaborative Lab For Advancing Work in Space)

September 2022 – Present

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

Alpha Theta Delta (Professional Multidisciplinary Design Fraternity)

January 2022 – Present

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

CL.AI (AI Cover Letter Generator) | *Next.js, Firebase, TypeScript, Figma*

June 2023 – Present

- Implemented front-end development and state management using Next.js and TypeScript ensuring overall application aesthetic and satisfying user experience.
- Created wireframes in Miro and UI prototypes in Figma for an exceptional UX/UI experience and utilized OpenAI to generate cover letters in a maximum of 15 seconds.

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 Aesprite, employing a keen eye for detail and artistic creativity to enhance the overall visual appeal and aesthetic quality of the game.

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