



Jingtao Liu

Gap year student Sketching, typing, capturing.

Tommy, hi@technom.me, cargocollective.com/technommy

EXPERIENCE

User Interface & Interaction Designer

KnewOne Shenzhen, Guangdong, P.R.China May 2014 - Nov 2014 (6 months)

Also as Dev Team assistant. Focusing on user interface and interaction design at KnewOne.com.

Developer Intern

Opera Software Beijing, P.R.China August 2013 - March 2014 (7 months)

In charge of the user-to-developer community website development of Oupeng X (a lab version to Opera Mobile Browser in China) and Sphinx Game Engine (the first HTML5 Game Engine from Opera), developed with multiple programming skills and bug fixes for several games running on Sphinx.

Translator Intern

Scientific American China Online/Remote August 2012 - August 2013 (About 1 year)

Translator at Huanqiukexue (known as "环球科学"), mainly worked on the ICT news. Published an article (translated from English) on the issue of January 2013, "避免网络世界的珍珠港事件 (Digital Danger)"

Founder & Meetup Co-curator

Adolescent Developer Community Shenzhen, Guangdong, P.R.China Apr 2012 - Present

A circle that makes student developers in China easier to have offline communication (meetup). Known as the First (<http://2012.adc-cn.org/>) & Second Annual Conference (Meetup).

Translator & Former Leader of Course Production

oCourse Translation Group for Open Course Online/Remote Aug 2011 - Present

A non-profit translation group focusing on Open Course Translation. Special thanks to Prof. Strang from MIT Undergraduate's Linear Algebra course, which gives us a huge support to keep translating the video of this course.

SKILLS

Design (Web / Graphics / Motion / B&W Photography)

Adobe Photoshop & Illustrator, Android UI Design, Quartz Composer, Pixate, Data Visualization

Programming (Language / Operating System / Others)

JavaScript + HTML5, Python, PHP, Git, Web Standards, *nix, Web Crawling

Others

Technical Translation, Aegisub (Video Production)