Anne Liu

Hello! I am a **UX engineer**, currently in my last year studying cognitive science. Feel free to contact me. I would love to discuss accessible design and UX with you.

✉ anne.liu@queensu.ca
Bē https://www.behance.net/annetheblob
in www.linkedin.com/in/annetheblob
✉ http://www.starbit.ca/anne/

WORK EXPERIENCE

WaiveTheWait | *Founding Member/ UX Lead*   *Mar 2019 - Current*

- **Consulting clinics and hospitals** and designing solutions to fit their needs
- Oversee the **end to end design** process of each product by conducting user interviews, leading ideation sessions, envisioning and prototyping the product, and creating visual graphics
- Creating a **design system** from scratch, focusing on **user accessibility**
- Implementing Marketing Strategies by conducting **competitor analysis** and conducting **research**
- **Winner** of the Dunin-Deshpande winter **Pitch Competition**

Royal Bank of Canada | *Development and UX*

May 2020- Aug 2020

- Helping build the **first online tool** in Canada for clients to **open an account** via the RBC mobile application
- Restructuring the project to reflect the **RIG design system**
- Conducting AXE testing and implementing **user accessibility** across the project
- Leading discussions at team ceremonies as **Scrum Master** and **redesigning Agile processes** to improve team efficiency
- **Placing Second** in the **RBC Innovation Challenge** with the **prototype** of an AR remote Banking Tool to protect both employees and clients during the pandemic

May 2019- Aug 2019

- **Implementation of a user interface** for a Financial Crime Trade Compliance **web service** used by internal clients and **stakeholders in multiple countries** using Typescript and HTML on an **Angular** framework
- Introducing new graphically **interactive** features in **Jaspersoft** exports leading to an **110% increase in client productivity**
- Selected to **represent RBC** as an **RBC student ambassador**, creating a network to engage and connect students and employers.

StudioQ| *Graphic Designer*   *Sept 2017- May 2018*

- Creating professional **prototypes, layouts, designs, and logos** for institutions and organizations using **Adobe Suite** tools
- **Placing first** in the StudioQ **design challenge**

PROJECTS

ARBlockbot| *AR Design*   *2019*

- Design of a Mixed Reality interactive robotics learning experience

Lighthouse| U of T Hacks - Special mention   *2018*

- Prototyping an IoT system to guide Dementia patients who find themselves lost when walking outside their house, while also maintaining their autonomy

SKILLS

User Experience:

Adobe Suite	Visual Design
Figma	Design Architecture
Visual Design	Prototyping
Wireframing	User Research

Development:

HTML	Python
CSS	Java
JavaScript	Unity
TypeScript	Springboot
Angular	Git

EDUCATION

Queen's University

Bachelor of Computing,
Specialization in Cognitive Science
Sept 2017- Apr 2021
Dean's Honors List— *Academic achievement 2017-2018*

National University of Singapore | *Exchange*

Jan 2020- Apr 2020
Understanding/Solving Problems from a global perspective

LEADERSHIP

Marketing Director | *Computing Students' Association*

Leading Marketing Team of 8 to reach out and engage students. **Increased sales** revenue by more than **200%**. Implemented the official **Visual Identity Standards guidebook** for design best practices.

Leader| *Computing Faculty Orientation*

Welcoming and guiding a group of 20 incoming students.