

# ANNE LIU

Hello! I am a **UX designer** and am passionate about designing for well-being and inclusivity.

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in <https://www.linkedin.com/in/annetheblob/>

🌐 <https://annetheblobby.github.io/portfolio/work>

## WORK EXPERIENCE

### WaiveTheWait | *User Experience Design* 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**
- Conducting **Both Patient and Clinic User Testing** during **pilots with partner clinics**
- **Finalist** in the DDQIC Pitch Competition (\$ **15,000** in seed funding)

### iStudio Labs @Queen's University | *HCI Researcher*

*Jan 2021- July 2021*

- Leading a **Human Computer Interaction research project** which explores interactive non-traditional interfaces to support co-dining experiences for isolated individuals with their friends and families, for the purposes of positively **impacting mental health**
- Creating **digital and physical prototypes** with Blender and CR-10 3D printer and **evaluating them in-situ for over 2 weeks**
- Conducting **ideation sessions, user research, user interviews and thematic analysis** of findings (**20 000+** words from relevant quotes)

### Royal Bank of Canada | *Development and UX*

*May 2020- Aug 2020*

- Building the **first online tool** in Canada for clients to **open an account** via the RBC mobile application
- **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
- Implementing the **RIG design system** in the web application
- 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

### 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

## SKILLS

### User Experience:

Adobe Suite  
Figma  
Visual Design  
Wireframing  
Prototyping  
User Research  
HTML / CSS  
/JavaScript

## EDUCATION

### Queen's University

*Bachelor of Computing, Specialization in Cognitive Science*

**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.