Wendy Liu

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Highlights

Computer Science new graduate passionate about creating engaging user experience in gaming. Experience in creating an intuitive, captivating user experience for a location-based Android app through user research, ideation, prototyping and implementation.

Education

B. Sc. in Computer Science and Biology | 2011 – Present | University of British Columbia
- Anticipated graduation in May 2017.
- Related coursework: Human Computer Interaction, Algorithm Design and Analysis, Advanced Relational Databases

Technical Skills

- User Stories, Prototyping, Storyboarding, Usability Testing, Sketching & Ideation, Customer Journey, JavaScript, HTML5, CSS3, Axure

Technical Experience

UX & Software Development Intern | Centre for Digital Media | January 2017 – Present
- Working in an interdisciplinary six-person team to develop new features and user experience for Microsoft's Android app, with the goal to engage Vancouverites in art and culture.
- Conducting user research to create personas, identify use cases, and capture requirements.
- Creating conceptual models to map out features at a high level, explore relationships between key objects, and inform system architecture.
- Putting the user in the center at all stages of production to create a highly intuitive experience.
- Designing and coding software solutions that can easily be scaled depending on client needs.

***Degree Navigator* Project | University of British Columbia | September – December 2016**
- Led four UX students to redesign UBC's degree audit system with a user-centered approach.
- Carried out user research to identify user need, use cases and design problems in the existing interface.
- Created conceptual models to communicate high-level overviews of the design, and tested them against user mental model formation.
- Designed medium-fidelity prototypes using Axure and evaluated them through usability tests.

***map-game* Project | Technische Universität Darmstadt | April – July 2016**
- Worked with four developers to create a location-based "capture the flag" web app in ES6 using OpenStreetMap.
- Created storyboards to communicate design solutions.

Volunteer

International Service Learning | ASVO Costa Rica | February 2012
Promoted self-sustainability in a remote Costa Rican community, to reduce poaching of sea turtle eggs.

Portfolio

wendyliu.ca