

Wendy Jingyi Liu

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Highlights

Computer Science new graduate of an international background with a passion for creating user-centered designs. Experience working in a scrum environment with an interdisciplinary six-person team to create an engaging customer journey and to develop a location-based Android application.

Technical Skills

Git, Java, JavaScript, SQL, Usability, HTML, CSS, C#, C, C++, Unity

Spoken Languages

Japanese, Mandarin Chinese, English

Technical Experience

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.
- Participating in user requirement research to transform client needs into proposed application designs.
- Designing, coding and debugging software solutions that can easily be scaled depending on client needs.
- Working extensively in C# as a full-stack developer to integrate data and applications, and create and maintain databases using SQL.
- Creating a JavaScript map application using Bing Maps API which loads JSON data to display on a map.
- Collaborated with designers and artists to vastly improve the application UI.
- Putting the user in the center at all stages of production to create a highly intuitive experience.

Redesign Degree Navigator | 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

- Created a location-based "capture the flag" web app in JavaScript with four developers using OpenStreetMap.
- Generated markers at points of interests in the user's city using Overpass API.
- Worked extensively in Bash, using Git, Bower, and Gulp.

Education

B. Sc. in Computer Science and Biology | 2011 – Present | University of British Columbia

- Anticipated graduation in May 2017.
- Related coursework: Human Computer Interaction, Advanced Relational Databases, Functional and Logic Programming, Algorithm Design and Analysis, Internet Computing

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.