

# CHEN LIANG

<http://chenliangchen.com> | [liangchen8844@gmail.com](mailto:liangchen8844@gmail.com) | (812) 369-6627

## EDUCATION

- July 2013 **Indiana University, Bloomington, IN**  
Master in Human Computer Interaction/ Design (HCI/d)
- July 2011 **Shanghai Jiao Tong University, Shanghai, China**  
Bachelor in Biomedical Engineering  
Minor in Industrial Design and Interaction Design

## WORK EXPERIENCE

- August 2013-  
Now **Tk20, Austin, USA**  
**Interaction Designer**
- Lead interaction and information architecture redesign for Tk20 assessment planning and reporting products that significantly improves user experience.
  - Deliver design solutions for product enhancements in tight timeline.
  - Help define and prioritize product requirements through user research.
  - Work closely with front-end and back-end teams to assure design is well implemented.
- June 2014-  
Dec 2014 **Zaocanjia, Beijing, China (Remote work)**  
**Lead Product Designer**
- Designed a mobile site for a venture-backed startup that produces and delivers healthy breakfast for office workers. The site was launched in January 2015.
  - Worked closely with the founder to define product features and set design direction.
- November 2013 -  
February 2014 **Nataby L.L.C, Austin, USA**  
**Web Designer and Frontend Developer**
- Designed and built a website for an Austin based organization that provide culture immersion programs to Chinese children.
- April -  
July 2013 **ZURB, Campbell, USA**  
**Design Intern**
- Researched on psychological motivators and behavioral patterns for online applications and services.
  - Designed a behavioral pattern library for designers to get inspirations on how to achieve their design goals, which has been later launched as <http://zurb.com/triggers>.
- June -  
August 2012 **Razorfish, San Francisco, USA**  
**User Experience Associate**
- Client Project: U.S.Cellular Mobile Site Redesign
- Conducted competitive/comparative reviews, and collaborated with the UX lead and director in concepting sessions.
  - Produced wireframes, user flows and key screens to communicate with clients and development team.

## User Research

Persona  
Survey  
Focus Group  
Interview  
Contextual Inquiry  
Diary  
User Testing Methods

## Design Methods

Sketching  
Storyboarding  
Low-Fidelity Prototyping  
High-Fidelity Prototyping  
Experience Prototyping  
Affinity Diagramming  
Card Sorting

## Tools

Axure  
Sketch  
OmniGraffle  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Adobe Premiere

## Languages

HTML  
CSS  
Basic JavaScript