

Connie Liu

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EXPERIENCE

Kleiner Perkins Design Fellow • Simple HealthKit

June–July 2022

Designed and shipped MVP of end to end rapid testing and aftercare experience through the KP Design Fellowship (3% acceptance rate).

Product Design Intern • New York Times

June–August 2022

Designed and shipped workflow improvements for newsroom CMS, prototyped interactive video flows.

Product Design Intern • BuzzFeed

June–August 2021

Designed an editing + metrics feature for social media automations to aid data-driven decision making, owned process from research to handoff. Led developer team on an ecommerce project for hackweek.

Design Research Intern • National Institutes of Health

October–December 2020

Designed a public education section for the NIBIB's IMAG Wiki and discovered pain-points in the NLM budget process through [interviews](#). Done with the Civic Digital Fellowship (10% acceptance rate).

Product Design Intern • abillion

June–August 2020

Spearheaded community features for vegan review app w/ 240k users and VC-backing. Synthesized research from 50 users to inform product decision-making process. Shipped error reporting system.

Developer and Designer • Google Summer of Code

May–August 2020

Created p5.js Computational Art Showcase for the Processing Foundation with React.js and marketed to grow showcase entries 10-fold. Received 6k visitors monthly w/ over 100k views, view original [here](#).

ACTIVITIES

UX Researcher • Designing AI Lab, Aditya Vashistha Lab

September 2020–May 2021, March 2022 – Present

Currently researching fact-checking education in the Global South. Investigated AI design opportunities in women's health and image to poetry generation. Interviewed nonprofits about addressing the digital gender gap in the global south, poster published in ACM COMPASS '22.

Co-Director, Product Design Lead, Product Manager • [Cornell Hack4Impact](#)

March 2020–Present

Founded and mentored product design team of 5. Created a data visualization internal tool for prison reform nonprofit. Expanded the team by 60% and increased retention by 30%, managed 5 full-time projects, 12 product and tech leads, and 34 members and organized social impact curriculum. Built out product research branch to expand project quality efforts. Efforts recognized by Cornell Engineering as Student Group of the year. H4I builds [digital products for nonprofits](#).

President, Co-Founder • Cornell University UX Design

December 2020–Present

Co-founded club to foster the design community through workshops, panels, and book clubs bringing 40 students together in the first semester and managing 6 board members. More info @ bit.ly/CUXD

EDUCATION

Cornell University • B.A. Information Science (Data Science + UX), Computer Science Minor

2019–2023 GPA: 3.95

Intro to Machine Learning, Advanced User Research, Computer Vision, Information Visualization, Functional Programming, Text Mining, Computing and Global Development, Game Design