# FIONA LIU
## DESIGNER.

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## Education

### BROWN UNIVERSITY | 2022-2025

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|---|---|
| Intended | B.S. Human-Computer Interaction & Design |
| GPA | 4.0 |
| Involvements | Design For America | Waste Management UX Researcher |
| | BetterWorldxDesign | Public Relations |
| | Socially Responsible Computing | Computer Vision Teaching Assistant |

### UNIVERSITY OF CALIFORNIA SAN DIEGO | 2021-2022

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|---|---|
| Pursued | B.A. Interdisciplinary Computing and the Arts |
| | B.S. Cognitive Science (specialization in Design & Interaction) |
| | Minor Computer Science |
| GPA | 3.981 |
| | Junior Standing |
| Involvements | Cognitive Science Student Association | Design Committee |
| | Design Co. | Visual Designer Candidate |

## Skills

### TECHNICAL

Basic Python • Basic Java • Figma • Procreate • Adobe Creative Cloud Suite • Wireframing • Visual Design • Interface Design • Interaction Design • User Research • Usability Testing • Competitive Analysis • Ethics • German • Cantonese

### COURSEWORK

Computer Graphics I • Intro Object-Oriented Programming I & II • Linear Algebra • Intro Cognitive Science • Intro Studio Art • Design of Everyday Things • Intro Research Methods • Neurobiology of Cognition • Design Communication • Computing in the Arts • Formations of Modern Art • Ethics in Digital Technology • Perception and Mind • Visualizing Information • Human Factors • Simulating Reality

### INTERESTS

Painting • Museuming • Saxophoning • Scrapbooking • Reading • Kayaking • Star-gazing • Baking • Puzzling • Grocery-shopping • Gift-giving • Soft-boiling eggs

## Experience

*Organizational*

### EPIC SYSTEMS | May 2023 - Aug 2023
#### Internship | UX Designer

- Redesigned the Standalone Hardware Test (20,000+ users) to be more patient-friendly for Epic Video Client on the Telehealth application
- Led weekly project design meetings in collaboration with a team of developers and organized a Design Sprint to maintain accountable timelines and goals
- Conducted thorough competitive analysis and presented at customer calls to validate appropriate research findings and design choices across multiple iterations
- Created brand new emblems and icons for MyChart's home page

### DESIGN FOR AMERICA | Sep 2022 - Present
#### Collaboration Project | UI/UX Designer, Researcher

- Collaborated on a 6-person team setting to identify issues of waste in the Providence College Hill community
- Conducted surveys on 90+ users and competitive analysis between 10+ competitors to analyze major pain points of local waste management
- Assessed research findings for presentation critiques
- Produced a functioning Figma prototype of the conceptualized Okra app solution

### DORMIT | Jan 2022 - Aug 2022
#### Startup | Visual Designer, UI/UX Shadow

- Created 200+ iterations of the formal logo for beta launch of UCSD late-night delivery service
- Composed informational flyers to promote startup
- Voiced critiques on designs for app and web interface
- Designed Instagram story templates that reached 700+ users

### HUMANS FOR AI | Jul 2022 - Present
#### AI Student Collective | Lead Designer

- Formulated 100+ iterations of logos, flyers and web design for Human for AI's child organization catered towards providing ethical and accessible AI literacy to high-school and college students
- Conducted interviews to onboard new executives

### PERCEPTION AND ACTION, WELCH LAB | Sep 2022 - Present
#### Research | Undergraduate Assistant

- Compiled resources and papers within the data and information visualization field
- Aided in designing experiments related to cognitive processes within scatter plot fluency

### WORDRIVE | Jul 2022 - Dec 2022
#### Independent Project | UI/UX Designer, Researcher

- Designed and began collaboratively launching a Google Chrome extension for readers and language-learners to store and reference new vocabulary
- Conducted competitive analysis on alternative word storage and learning extensions
- Produced 70+ paper and digital prototypes while working closely with web developers

*Personal*

### KNOT | Mar 2023 - May 2023
#### Concept Project | UI/UX Designer, Researcher

- Ideated and prototyped an app to improve communication in roommate relationships

### POTLUCK | Jan 2023 - Apr 2023
#### Concept Project | UI/UX Designer, Researcher

- Designed a food recommendation app prioritizing intimate opinions through meal images

### ZOOM CHAT REDESIGN | Feb 2022 - Mar 2022
#### Case Study | UI/UX Designer, Researcher

- Identified pains of usability in Zoom's meeting chat interface in accordance with Don Norman's Design of Everyday Things principles
- Reimagined chat navigation and introduced features to easily distinguish between chat recipients