FIONA LIU
DESIGNER.

fiona_liu1@brown.edu
(732) 881 - 2889

linkedin.com/in/fionaliu6 →
fionaliu.design →

Education

BROWN UNIVERSITY | Sep 2022 - May 2025

Intended	B.S. Human-Computer Interaction & Design
GPA	4.0
Involvements	Better World by Design	Public Relations, Web
	Socially Responsible Computing	Computer Vision Teaching Assistant
	Computer Science Department	UI/UX Teaching Assistant
Coursework	Ethics in Digital Technology • Perception and Mind • Visualizing Information • Human Factors • UI/UX • Simulating Reality • Race, Gender, and Technology in Everyday Life • Social Impact of Emerging Technologies • Designing Humanity Centered Technology

UNIVERSITY OF CALIFORNIA
SAN DIEGO | Sep 2021 - June 2022

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
Coursework	Intro Object-Oriented Programming I & II • 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

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

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 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

- Education Team (2023): Currently partnering with the Media Education Lab to develop a platform that facilitates seamless media literacy resourcing
- Waste Management Team (2022): Collaborated on a 6-person team setting in the Brown/RISD studio to identify issues of waste in the Providence College Hill community
- Administered surveys to 90+ users and competitive analysis between 10+ competitors to analyze major pain points of local waste management
- Produced a functioning Figma prototype of the conceptualized Okra material swap app solution

PERCEPTION AND ACTION, WELCH LAB | Sep 2022 - May 2023
Research | Undergraduate Assistant

- Compiled resources and papers within the data and information visualization field to examine cognitive processes in scatter plot fluency
- Implemented an adjustable widget for an experimental study using jsPsych

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

- Formulated 100+ iterations of logos, social media flyers and web design for Human for AI's child organization, AI Student Collective
- Provided brand guidance centered around providing ethical and accessible AI literacy to high-school and college students
- Developed consistent product identity and messaging to be used across 7+ university chapters

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
- Evaluated competitive analysis on alternative word storage and learning extensions
- Sketched 70+ paper and digital prototypes while working closely with web developers

DESIGNING HUMANITY CENTERED TECHNOLOGY | Sep 2023 - Present
Research | Undergraduate HCI Researcher

- Co-authoring a research paper as part of CSCI 1951C Designing Humanity Centered Technology
- Drafting a patent application on a novel, smartphone-based mouse that interchanges a library of customizable functions

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