Jie Lian

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EDUCATION

The University of Texas at Austin 49 hours in Computer Science, GPA: 3.21   *2010 – 2012*

Maryland Institute College of Art BFA in Graphic Design, GPA: 3.35   *2004 – 2007*

TECHNICAL SKILLS

Programming Languages
Java, Python, CSS, C++, PHP, Javascript, Actionscript, HTML

Tools/API
Android, Play Framework, Zend Framework, jQuery, 960gs, Mac/Linux

Applications
Eclipse, Emacs, MAMP, MS Office, Photoshop, Illustrator, Flash, InDesign

WORK EXPERIENCE

Audacious Inquiry, Catonsville, MD   *Interactive Designer*   *Feb. 2008 – Dec. 2009*
- design web and print materials for clients and internal use
- collaborate with clients to identify company needs and provide solutions

Jun. 2011 – Aug. 2011

Vertive, Austin, TX   *web developer intern*
- design and build web widgets using PHP, Javascript, CSS, jQuery for offers.com
- participate in high level discussion and formulation on new website features

Freelance designer + developer   *Owner / Operator*   *2007 – 2012*
- design UI / UX and develop for android applications
- work with clients to develop branding strategy, identity, including logo, print, and web presence
- develop websites for clients using the latest trend and technology

PROJECTS

Flok   *program manager, UX designer, Android developer*   *summer 2012*
A social networking app that allows users to plan events and meet up.

- arrange developer conference calls and work sessions
- redesign and implement user workflow and screens based on original designs
- develop front end of android application, create UI xmls, activities, and classes

Openbook   *Java developer*   *spring 2012*
A facebook clone developed using Java and Play Framework.

- work in a team environment with classmates
- develop front end using CSS, 960gs, Javascript, and Java
- create Java classes to model facebook's API

Rubik's Cube Solver   *Java developer*   *summer 2011*
A Java program that takes a 2D array representation of a cube and output turn instructions.

- design and develop program with partner using OOP practice
- write algorithm to solve the cube