Jie Lian

MOBILE: 281 606 5426   **EMAIL:** imjeee@gmail.com   **WEBSITE:** imjeee.com

EDUCATION

The University of Texas at Austin 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, Adobe 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

Vertive, Austin, TX *Web Developer intern (Jun. 2011 – Aug. 2011)*
- 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 developed 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 user workflow and 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 Framework, Javascript
- 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 program with partner, develop classes using OOP practice
- write brute force algorithm to solve the cube