

# Jessica Liu

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Portfolio: <https://bit.ly/3p6GxjK>

Versatile UX/UI developer with 5+ years of experience developing digital interactive features and landing web pages. Specialize in web development, teamwork, and building projects from ideation to execution and be able to meet deadlines. Fluency in both languages, English and Mandarin.

## Technical Skills

HTML, CSS, Bootstrap, JavaScript, jQuery, React.js, GitHub, UX Research, Atomic Design, UI Grids and Composition, Color Theory, Heuristic Evaluation, Typography, Interaction Design, Iconography, Storyboarding, Decision Flow Diagrams, Wireframing, Prototyping, Adobe Creative Suite, G-Suit, Sketch, Figma, Invision.

## Projects

### **Rescue Me Georgia Website Redesign | <https://bit.ly/3qbUehz>**

Rescue Me Georgia (<https://www.rmgdogs.org/>) is an American non-profit local animal rescue organization. The goal of the group project was to redesign the official website into a responsive website with information architecture improvements and UI design improvements.

- Skills | Technologies Used: User Research (Interviews + Surveys) & Analysis, Persona Creation, User Experience Design (UI/UX), Interaction Design, Prototyping, In-Person User Testing, Figma, InVision, Miro, HTML, CSS, Bootstrap

### **Redesign U.S Department of Education Website | <https://bit.ly/3LCQldY>**

The U.S. Department of Education (<https://www.ed.gov/>) is an American government education website that provides educational information to help students and educators. This individual project aimed to redesign the website into a responsive one.

- Skills | Technologies Used: User Research (Interviews) and Analysis, Usability Analysis, Mobile User Experience Design (UX/UI), Information Architecture, Interaction Design, Wireframing, Prototyping, In-Person User Testing, Figma, InVision, Miro

## Work Experience

**2U, Inc (Remote)**

2022 - present

**Teaching Assistance for UX/UI at Georgia Tech (Part-Time)**

- Supported lead instructor and coordinated a class of 60 students online on the UX/UI Bootcamp

- Graded the students' assignments and gave feedback to the students.
- Assisted individual students with daily lessons and encouraged struggling students.

### **The Coder School, Suwanee, GA**

#### **Computer Programming Instructor (Part-Time)**

2022 - March 2023

- Taught and led Scratch and Minecraft Scratch classes for students aged 7 and above with one-on-one online lessons and in-person lessons.
- Designed Scratch's class curriculum and helped kids understand the structure of block-coding game development.

#### **Nucamp (Remote)**

2020

#### **Coding Online Instructor(Part-Time)**

- Taught online HTML, CSS, and JavaScript courses with a small size of 20 students.

### **OtoSense (acquired by Analog Devices in 2017), Palo Alto, California**

2019

#### **Front-end UI Developer(Contractor)**

- Developed the UI components for the website platform with React.js, typescript, and MobX with a team size of 4.

### **CommonWealth Magazine Group, Taipei, Taiwan**

2014 - 2018

#### **Front-end Engineer**

- Designed UX/UI and developed front-end, data visualization, and interactive features for 30+ landing pages, using JavaScript, jQuery, C#, MySQL, D3.js, map API, Canvas, and Facebook API with a team size of 3 to 5.
- Instructor for Digital Designer JavaScript course and GitHub course for three months.
- Designed UI/UX IOS/Android magazine app wireframe and layout design with Sketch.
- Animated the infographic animation with After Effect and produced with a 2D artist and digital editor with the storyboard.

## **Awards**

**2017 41st Awards Golden Tripod Awards** - *Best Digital Content Award*: Factories illegally built on farms

**SOPA 2017 Awards** - *Excellence in Journalistic Innovation*: Factories illegally built on farms

**SOPA 2015 Awards** - *Excellence in Digital News*: Digital special for "The fast development of Northeast Agreement", *Excellence in Explanatory Reporting*: Economic Explanation, *Excellence in Information Graphics*: Economic Explanation

## **Education**

Certificate, UX/UI

Georgia Institute of Technology, Georgia

Mar 2022

Bachelor of Arts, Animation

Savannah College of Art and Design, Georgia

May 2012