

# Kaitlyn Liu

## Relevant Coursework/Projects

### Visual Communication in HCDE

Created a visual identity for a food and drink festival in 10 weeks located at the University of Washington campus. Created a poster, wordmark, signage, app, etc. Worked on wireframing, user flows, prototyping, and visual design principles. Designed multiple app interfaces and features for users to browse festival information and vendors as well as bookmark them.

### Introduction to User Research

Conducted user research through field studies, interviews, and surveys pinpointing user challenges at the Intramural Activities Building at UW. Completed a user report describing the process, user's needs, and suggestions to better meet student's wants/needs.

### Inclusive Design and Engineering

Collaborated with our partner to design for colorblind accessibility in digital spaces. Interviewed and went through multiple co-design sessions with our partner to identify accessibility challenges related to colorblindness. Worked on creating an extension to address these challenges and presented our findings with our timeline and ideation phases.

## Experience

January 2025 – April 2025

### Bobarista | HeyTea

- Managed cashier role and customer service in a fast-paced environment, handling 100+ orders during peak hours while ensuring efficiency
- Prepared and assembled drinks by handling toppings, blending, and serving in a high-volume boba tea shop with wait times exceeding one hour

July – August 2023

### Server/Waitress | #K-Street BBQ

- Greeted customers at the door and checked on them periodically to make sure they are satisfied
- Efficiently served dishes and kept stock of the inventory

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## Education

Sep 2023 – Present

### University of Washington

Human-Centered Design and Engineering

## Skills

Figma  
HTML/CSS  
Visual Design  
Graphic Design  
UX Research  
Wireframing