

EDUCATION

Stanford University	Stanford, CA	September 2014 – May 2018
<ul style="list-style-type: none">• Pursuing B.S. in Computer Science (focus in Human-Computer Interaction) and completing core in Product Design• Skills: JavaScript, HTML/CSS, Ruby on Rails, C++, C, Adobe Photoshop, Sketch, Adobe Illustrator• Relevant courses: CS107 (Computer Organization and Systems), CS142 (Web Applications), COMM169 (Computers and Interfaces), CS106B (Programming Abstractions), critique leader for CS91SI (Intro to Visual Design on the Web)• Online portfolio: katherineliu.me		

EMPLOYMENT

Salesforce	Product Design Intern	June 2015 – September 2015
Stanford Design Consulting	Design Consultant	January 2015 – Present
<ul style="list-style-type: none">• Collaborated with the Venmo design team• Directed a broad design thinking investigation into what can distinguish Venmo when more platforms are starting to support peer-to-peer payments• Conducted user strategy research through in-depth personal interviews and feedback surveys• Developed characters and personas, created interactive mockups and prototypes for user validation		
ChannelMeter	UI Design Intern	June – August 2014
<ul style="list-style-type: none">• Redesigned website and blog for YouTube analytics company ChannelMeter; laid out information architecture and visual design for frontend site and internal dashboards• Constructed mockups and wireframes with Adobe Creative Suite, Google Polymer, and Invision• Oversaw new branding for ChannelMeter through all social media channels• Designed deck and presentation for ChannelMeter at 500 Startups (Batch 9) Demo Day and Preview Day		
Wislr	Web Development Intern	February – April 2014
<ul style="list-style-type: none">• Used JavaScript, jQuery, HTML, and CSS to build websites and applications for Wislr's social media outreach• Coordinated with marketing team and developed strategies to build target user base		

SIDE PROJECTS

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- **Goldfish Diary** (2015, in progress). A daily email-based diary that lets you reflect on your day without leaving your inbox; launching summer 2015
 - **Wormhole Transfer** (2015, in progress). The only completely secure file-sharing system that immediately destroys files on the server after they are downloaded; launching summer 2015
 - **Designbase** (2014-15). Created and managed an online community of over 350 designers to share projects, inspiration, and events (facebook.com/groups/designbase)
 - **BioInnovate Interview Series** (2013-14). Interviewed leaders and entrepreneurs in biotechnology and created an online blog (bioinnovate.tumblr.com); published selected interviews in biotech journals like O'Reilly's BioCoder magazine

HONORS AND AWARDS

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- **Salesforce UX/Grace Hopper portfolio competition (2014)** – winning UI/UX portfolio, first place of all undergraduate entries
 - **Andreessen Horowitz + Asana Designathon (2014)** – winning design for Asana integration with Dropbox and Gmail
 - **Rambus Innovator of the Future Award (2014)** – one of two students chosen for achievements in technology and education

INTERESTS AND ORGANIZATIONS

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- **CS+Social Good:** Design lead, established branding and led partnership with GoodHacks
 - **Girls Teaching Girls to Code:** Officer and mentor, developed and led web design workshops for high school girls who are interested in computer science
 - **Andreessen Horowitz (a16z) Generation Design Mentee:** Involved in a16z's Generation Design program for connecting undergraduate students with designers at leading tech startups