

EDUCATION

Stanford University Stanford, CA September 2014 - May 2018

- Pursuing B.S. in Computer Science (focus in Human-Computer Interaction) and completing core in Product Design
- · Interested in product design opportunities with a background in engineering

EMPLOYMENT

ChannelMeter UI Design Intern June - August 2014

- 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 Channel Meter at 500 Startups (Batch 9) Demo Day and Preview Day

Wislr Web Development Intern February - April 2014

- 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

Stanford University Research Intern July 2013 – January 2014

Radiological Sciences Lab

- · Programmed in MATLAB to perform CT-related image processing tasks such as noise signal creation, and removal using FFT
- · Conducted research on computed tomography (CT) perfusion in stroke patients in conjunction with neuroscientists
- · Applications: minimize radiation from CT scans while maintaining resolution of images

PROJECTS

- ALS Ice Bucket Challenge (2014). Built a website for the 24-hour challenge to inform readers about amyotrophic lateral sclerosis and to support the fight against ALS, integrated site with Google Analytics (kathliu.github.io/ALS)
- Designbase (2014). Created and managed an online community of over 250 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 called BioInnovate to help students learn more about careers paths and trends in biotech (bioinnovate.tumblr.com); published selected interviews in biotech journals like O'Reilly's BioCoder magazine
- The Quark Initiative (2013-14). Created science illustrations and narratives tailored to the curriculum of elementary school students; contacted over 75 local schools to integrate these resources as supplemental learning materials

HONORS AND AWARDS

- 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
- ABC7 Top Scholar (2014) one of seven Bay Area students featured for academic accomplishments and leadership
- **High School Hacks ImageShack API award (2014)** programmed and designed speed-clicking game Giraffe or Mouse (kathliu.github.io/giraffeormouse)
- Rambus Innovator of the Future Award (2014) one of two students chosen for achievements in technology and education
- · Congressional Award Gold Medal (2013) awarded by United States Congress for public service and personal initiative
- First Place, Entrepreneurship (2011) championship team for Entrepreneurship at Future Business Leaders of America National Leadership Conference

INTERESTS

- · Learning 3D modeling
- · Participating in biotechnology web design competitions (highcontentscreening.wix.com/drug-development)
- Practicing graphic design and working with the Adobe Creative Suite (katherineliu.me/design)
- · Skills: JavaScript, HTML/CSS, Java, C++, Adobe Photoshop, Adobe Illustrator
- · Online portfolio: katherineliu.me