LiamLlorin

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Stanford, CA

Summary

Stanford junior studying Computer Science and Product Design, passionate about digital product design, UI/UX. Extensive self-taught and industry experience, portfolio, and skill set with web + mobile interaction/visual design.

3.8
4.0

Stanford University
2021

Coursework/Learning

- Introduction to Human Values in Design (DESINST 270)
- Visual Thinking (ME 101)
- Product Realization (ME 102)
- Cross-platform Mobile Apps (CS 47)
- Design Sketching (ME 110)
- Digital Art (ARTSTUDI 179)

Work Experience

Product Design Intern, Apple June 2020 - Sep. 2020
- Design intern on the Technology Investigations team realizing the next generation of AR/VR products
- Participating in design reviews, user interviews, and rapid prototyping in **Unity** alongside fellow designers

Front End (Product Design) Intern, Facebook Jan. 2020 - March 2020
- Designing survey tool for 5,000 Marketing Experts utilizing UX research, FB design system, design reviews
- Wire-framing and prototyping screens (web) w/ **Sketch/Origami**, iterating based on user testing/feedback

UI/UX Developer Intern, Arcesium (D.E. Shaw) June 2019 - Sep. 2019
- Wire-framed (**Adobe Xd**)/developed React website for hedge-fund clients (JPM, Blackstone, D.E. Shaw)
- Built content configurability, business-interval setting, dark/light thematic styling within landing page

Front End Engineering Research Intern, Stanford University CS June 2018 - Sep. 2018
- Pursued research (Logical Spreadsheets) under Stanford AI professor Michael Genesereth
- Designed updated UI and UX (**Sketch**) for program sheets or undergrads fulfilling degree requirements

Related Projects

Songkick Web/App UX Research + Redesign, Independent Jan. 2020 - Present
- Performing qualitative/quantitative research on Songkick.com via surveys, card sorting, tree/usability testing
- Wireframing, designing, prototyping web and mobile screens (**Adobe Xd**) informed from user insights

Agyle Mobile App Design (+ Design Research), Independent Nov. 2019 - Dec. 2019
- Interviewed 3 D1 soccer players aiming to turn pro, designed (Sketch) Agyle to help connect them to agents
- Wireframed, designed, and prototyped 43 screens w/ onboarding, explore, messages, and profile user flows

Oaxacan Kitchen Mobile Design Research + Prototypes, Stanford d.school Oct. 2019
- Performed user research/food truck vendor interviews under instruction of David Kelley (IDEO founder)
- Devised two prototyped solutions for a customer need, testing solutions on-site and sampling user feedback

Web Design/Development Freelance Business, STRONGSUIT May 2017 - Oct. 2018
- Developed/designed (via **Sketch**) 4 responsive sites for business and clients (landing pages/personal sites)
- Developed in HTML, CSS, Sass, Javascript, jQuery, and some Python for 300+ hours for clients

Leadership Experience

BASES/Business Association Stanford Entrepreneurial Students May 2017 - Oct. 2018
- One of 20 (8% acceptance rate) applicants accepted to the frosh (Frosh Battalion) program in BASES
- Helped organize and run "100K Startup Challenge" for entrepreneurs pitching Stanford startups

Varsity Soccer Captain Oct. 2014 - Nov. 2017
- Captained from Sophomore year to Senior year, won Baltimore County Championship ('15, '16).
- Earned Unsung Hero Award ('14) and Baltimore All-County Team ('15, '16).

Skills

HTML/CSS3   Adobe Xd   Sketch   JS/jQuery   React   Photoshop   Python   Figma   Illustrator   React Native

Proficient ⬅   ➡ Competent