# LYNN LIU

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## EDUCATION

University of Toronto,
B.A. in Computer Science,
European Studies, and
Russian (minor)
*2015-present*

## TECHNICAL SKILLS

HTML/CSS
JavaScript
Python
Java
C
C#

## SOFTWARE

Sketch
Axure
Adobe Illustrator
Adobe InDesign
Photoshop
GIMP
Paint Tool SAI
Audacity Audio Editor
Unity

## METHODOLOGY

Unit Testing
Agile and Scrum methodology
Wireframing
Rapid prototyping
Heuristic evaluation
Conducting usability research
Branding and social media
strategy

## COURSEWORK

The Design of Interactive
Computational Media (UI/UX
Design)

Introduction to Video Game
Design (C#, Unity)

Software Tools and Systems
Programming (C)

Software Design (Java)

Introduction to Computer
Science (Python)

## LINKS

Site: lynnlliu.github.io

Art and Design Portfolio:
lynnliu.portfoliobox.net

GitHub: github.com/lynnlliu

## WORK EXPERIENCE

### User Experience Analyst
CIBC
*May 2018 - July 2019*
- Used Axure and Sketch to develop wireframes and prototypes for internal applications.
- Maintained design documentation.
- Facilitated user interviews.
- Consolidated user research data into concise reports.
- Evaluated internal sites for heuristics flaws and proposed improved UI designs.

## PROJECTS

### Personal Website | HTML, CSS, JAVASCRIPT
A website showcasing my skills and select works in art and design. View at Lynnlliu.github.io.
- Used CSS to heighten visual appeal of website.
- Conducted peer testing to ensure website was easily navigable.
- Key features: responsive web components, hover animations.

### Planetary Crusade | Python
A keyboard-navigated game with 8 levels.
- Designed the game interface and developed visual components using Photoshop.
- Key features: multiple pages (main menu, instructions, leaderboard, etc.), animated sprites

### Python Paint Program | Python
Simple art application inspired by MS Paint.
- Designed an interface that maximized usable canvas space.
- Used Photoshop and Paint Tool SAI to manipulate the look of game components to fit with the theme.
- Key features: multiple tools (cartoon stamp took, palette colour selection, undo/redo buttons, etc), ability to save and open files.

## ACTIVITIES

### Editor-in-Chief
The Window (Student Newspaper)
*September 2019 - present*
- Created images for and managed social media accounts.
- Liaised with representatives from the New College Student Council on administrative matters, such as budgeting.

### Graphic Illustrator / Layout Designer
The Window (Student Newspaper)
*November 2016 - March 2017*
- Produced digital illustrations using Paint Tool SAI.
- Used Adobe Illustrator to create two-page spreads for the magazine publication.
- Regularly consulted with project leaders, engaging in a meticulous revising process towards final design.

### Design and Layout Director
Review of Undergraduate Computer Science (RUCS)
*July 2017 - present*
- Designed new club logo and created digital promotional poster.
- Sketched wireframes for potential website redesign.