LYNN LIU

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EDUCATION

University of Toronto,
B.A. in Computer Science and
European Studies, with a minor
in Russian Language & Culture
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

Human-Computer Interaction
(UI/UX Design)

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

Art and Design Portfolio:
lynnliu.pb.online

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.
- Performed heuristic evaluations and proposed UI improvements.

PROJECTS

Forbidden Fruit | C#, Unity
3D video game created for university course.
- Developed game documents and theme as lead conceptualizer.
- Collected visual references for ideation.
- Evaluated UI/UX and obtained player feedback at multiple phases of the project.
- Assisted with code as well as the design and creation of graphics

Personal Website (lynnlliu.github.io) | HTML, CSS, JAVASCRIPT
A basic personal site created with responsive web design.
- 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.

ACTIVITIES

Editor-in-Chief
The Window (Student Newspaper)
September 2019 - present
- Developed a theme and aesthetic for the 2019 - 2020 issue.
- Designed page layout and selected fonts that improved readability.
- Ensured that the design and specs were suitable for print.
- Created images for and managed social media accounts.
- Liaised with reps from the New College Student Council and publishing companies on administrative matters (e.g.: budgets).

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.
- 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 - August 2018
- Designed new club logo and created digital promotional poster.