

— Skills

design	<div><div>– user experience design</div><div>– interface design</div><div>– interaction design</div><div>– visual design</div></div>	<div><div>– wireframing</div><div>– prototyping</div><div>– user research</div><div>– user testing</div></div>
technical	<div><div>– principle</div><div>– sketch</div><div>– adobe cc</div></div>	<div><div>– invision</div><div>– keynote</div><div>– html/css</div></div>

— Design Experiences

spring 2018	<div><div><b>Instagram Explore</b> — <i>3 week interface design course project</i></div><div><div>– designed an explore page filter that gives users control over how they discover content on their Explore page, by generating content based on their personal collections</div><div>– identified and understood user’s goals and frustrations by mapping out user flows, creating scenarios, and personas</div><div>– prototyped the final user interface and interactions of the proposed feature integrated into the current application</div></div></div>
summer 2017	<div><div><b>SPACE</b> — <i>13 week interaction design methods course project</i></div><div><div>– worked alongside a local client and designed an outdoor installation that would prompt passersby to engage in conversation with SPACE members</div><div>– employed interaction design methods in our process: ethnography, personas, cultural probes, and journey frameworks to better understand SPACE</div><div>– crafted the physical prototype that extends SPACE past the storefront into the streets to evoke customer curiosity</div></div></div>
fall 2017	<div><div><b>Tribeca Explore</b> — <i>4 week user experience design course project</i></div><div><div>– designed an Explore tab extension to the current Tribeca Film Festival (TFF) mobile application that presents film-goers with urban establishments of Manhattan</div><div>– researched into the brand identity of TFF and created the user interface and experience of the extension</div><div>– Prototyped the final mockup that reflects TFF’s brand and their values</div></div></div>

maggie liu  
UX/UI Designer

c: 778 862 9978  
e: mjl20@sfu.ca  
li: /maggieliujx  
p: maggieliujx.me

## — Work Experiences

may 2016 - present

**Medical Office Assistant** — *kingsway medical clinic*

- assisted doctors and effectively handled administrative duties to ensure optimal patient care and smooth daily clinic operations
- communciated with patients verbally and written in English, Mandarin, and Cantonese, in an often fast-paced environment

## — Volunteer Experiences

jun 2016 - may 2017

**Graphic Designer for Media Minds** — *enactus sfu*

- designed all the print and digital material within theme constraints, using Adobe Illustrator, Photoshop, and Indesign
- photographed workshop and event activities to be kept as records and used as promotional material

## — Awards / Recognition

spring 2018

**Design Mentor** — *seattle design charette*

- chosen as 1 of 14 senior students, and guided a team of 6 second year spatial design students through a weekend-long design charette in Seattle, and through to the end of the semester

spring 2017

**Seattle Design Charette** — *2nd year architecture course*

- received 1st Place in a two-day design charette with my team of five, out of 14 teams
- I was the main physical modeler and form developer of our archictectural form throughout the semester, which received a final grade of A

## — Education

2014 - 2020 [expected]

**School of Interactive Arts and Technology BA** — *simon fraser university*