Cathy Liu

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1. EDUCATION

Cornell University '19
M.S Information Science (HCI)
B.S. Information Science
Design and Environmental
Analysis minor
3.8 GPA

2. SKILLS

Craft
Adobe Creative Suite
Sketch
Origami
Framer.js
InVision

Development
HTML/CSS/JS
PHP
SQL
Python
Java

User Research
User Interview
Card Sort
Usability Study
Cognitive Walkthrough

3. COURSEWORK

Digital Product Design
HCI Design
Web Design & Programming
Research Methods
Game Design
Object Oriented Programming

4. INTERESTS

Matcha flavored food & drinks
Painting architecture
Hiking Vancouver mountains

5. EXPERIENCE

Adobe // Experience Design Intern (CC Assets & Collaboration)
Summer 2018, San Francisco CA
Designed an internal tool called "Projects" to improve collaboration and asset management for creatives collaborating on projects together.

Haier // Product Design Intern
Summer 2017, Qingdao China
Redesigned Haier's online service and transportation platform to incorporate dynamic and personal content for power users. Transformed complex Haier logistical data into infographics. Achieved discoverability for 5,000 active users.

Computing & Information Science // CS 1300 & 2300 Teaching Assistant
Fall 2017-Present, Ithaca NY
Created content and taught weekly discussions for Intro & Intermediate Web Design & Programming. Held weekly office hours and graded student assignments.

Atlanta Noms // Web Designer & Developer
Spring 2016, Ithaca NY
Delivered a branded company website using Bootstrap template, PHP, SQL, HTML, CSS, and JS. Increased company exposure by 200%.

6. EXTRACURRICULAR

Cornell University Sustainable Design // Design Executive Director
Spring 2016 - Present, Ithaca NY
Led a team of designers, developers and content strategists to connect our audience with CUSD's values and sustainable impact through content curation, storytelling, and marketing.

Hotel Ezra Cornell // Lead Hospitality Designer
Fall 2015 - Spring 2017, Ithaca NY
Transformed the Hotel School's Library & Lounge for 250+ alumni and guests.

7. PROJECTS

Yelp Restaurant Experience Concept // Freelance Product Designer
Developed a concept case study on customizing the in-restaurant experience by enabling users to efficiently access recommendations from friends and other users.

OutOfSync // UX & Background Designer
Designed UX flows, UI elements, and backgrounds for *OutOfSync*, an award-winning game produced in the Introductory Game Design Course at Cornell. Download the game here: http://bitly.com/2L7KzW9