Ruiqing "Rachel" Liu

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center　　September 2014 - **May 2016**
Master of Entertainment Technology　　*GPA: 3.77*

Arizona State University, W. P. Carey School of Business　　*January 2011-December 2013*
Bachelor of Science, Computer Information Systems　　*Cumulative GPA: 4.00*

EXPERIENCE

TrueLearn Inc.　　*Pittsburgh, PA*
Lead User Interface Developer　　*January 2016 – present*
- Created two web prototypes on ASP.NET using MVC model and HTML pages
- Using HTML, CSS, JavaScript to implement new UI for TrueLearn product application

Pitney Bowes　　*Pittsburgh, PA*
Pre-sales Consulting Summer Intern　　*May 2015 – August 2015*
- Designed and Building web applications that motivate and engage clients and employees
- Used technology to visually explain products, service and value.

Make-A-Wish Foundation　　*Phoenix, AZ*
Workflow Development Intern　　*June 2013 - August 2013*
- Transformed existing workflows and analyzed company needs for creating new workflow in new Intranet system
- Analyzed new system Blog and Discussion forum function and adopted the function to the new Intranet

Arizona Game and Fish Department　　*Tempe, AZ*
Information Systems Intern　　*June 2012 - August 2012*
- Worked in a team on FINS Project using HTML, CSS in DotNetNuke and Visual Studio 2010
- Designed more than 10 survey questions for centralizing the information architecture purpose

ACADEMIC PROJECTS

3D Animation Short Film, Carnegie Mellon University　　*Pittsburgh, PA*
Animator | RACE 2420　　*August 2015 – December 2015*
- Created block animation, camera animation and character animation for the 3D animation short in Maya
- Edited the short animation film in After Effect

Entertainment Technology, Carnegie Mellon University　　*Pittsburgh, PA*
Build Virtual Worlds Artist | SMALLab Project Producer| Animator　　*August 2014 - May 2015*
- Facilitated communication between project team, client and instructors, provided detailed task tracking using Agile methodology
- Created 3D models, rigs and animation in Maya for the Virtual World and project games.

Department of Information System at Arizona State University　　*Tempe, AZ*
DVD Database System | Mengshu Retail Website　　*September 2012 - May 2013*
- Created an inventory application using C# in Visual Studio
- Created an online retail web using HTML, CSS, JavaScript and PHP with SQL Server database

PROFESSIONAL DEVELOPMENT AND LEADERSHIP

Toastmasters at Arizona State University　　*Tempe, AZ*
Vice President of Membership　　*August 2013 – December 2013*
- Expanded organization in membership size by 30%
- Practiced communication, public speaking, and leadership abilities

Arizona State University Undergraduate Admissions Office　　*Tempe, AZ*
Student Assistant　　*March 2012 - May 2013*
- Guided over 3,000 new Arizona State University applicants through the application process online
- Assisted visitors to ASU campus tours and navigate students through four online virtual fairs

SKILLS AND INTERESTS

Software: Maya, Unity3D, Photoshop, Illustrator, MS Access, MS Visio, MS Project, SQL Server, MySQL and Visual Studio

I.T. Languages: HTML, C++, CSS, C#, Python, Django, SQL, JavaScript, Apps Script, PHP, and Java