

RAN LIU

User Experience and Interaction Designer

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EDUCATION

M.S. in Computer Science at University of Maryland

August 2009 – May 2012

- Focus: Human Computer Interaction (HCI) and Visualization.
- Designed and developed *TwinList* and *ManyLists* to facilitate comparison in the medical field and e-commerce. Paper published *at WISH 2012*.
- Developed Children's Dictionary, an online dictionary prototype for children to learn and teach new words. Conducted a group usability study session with the UMD Kid's Team.

EXPERIENCE

UX Designer at Marketo

December 2014 – Present

- Lead design initiative for Marketo Analytics and Email Editor 2.0.
- Conduct user research and qualitative user studies.
- Work closely with PMs and Engineers until feature ships.
- Collaborate with marketers, sales reps, account managers, community managers, and customers to gather requirements, define strategies and curate feedbacks.
- Mentor and guide design intern

Associate Program Manager (UX) at MicroStrategy

March 2014 – December 2014

- Strategized UI, user experience and workflow for next-gen analytics platform under direct management of the CEO.
- Proposed new features based on market opportunities, literature review and expert interviews. Delivered storyboards, workflows, wireframes and product specs focusing on data acquisition, content creation and sharing.
- Conducted research on primary target user (Data Scientists). Create user personas and summarize typical user workflow.

Software Engineer (Front-end) at MicroStrategy

July 2012 – March 2014

- Designed and implemented features for MicroStrategy Visual Insight using cross-browser compatible HTML5, CSS3 (Sass) and JavaScript.
- Prototyped various data visualizations using D3.js and designed a simple "drag-and-drop" experience for advanced users to easily plug in customized visualizations.
- Hackathon runner-up. Competed against 60 teams across the globe, final submission was featured at MicroStrategy World 2013 and product marketing videos.

SKILLS

Technical: HTML, CSS (Sass), JavaScript (jQuery, D3.js), Bootstrap, Python (Django), Java, C, Git.

UX: User Centered Design, Usability testing, Sketch 3, Balsamiq, Photoshop, Illustrator

TRAINING

Usability Week by Nielson Norman Group

March 2015

Interaction Design, Information Architecture, Navigation Design and Human Mind and Usability.