Weikun Liang

✉ weikunl@andrew.cmu.edu
🌐 weikunliang.com
📞 (412) 638 9865

EDUCATION

Carnegie Mellon University
Pittsburgh PA • May 2016
BS in Information Systems,
Human Computer Interaction
QPA: 3.81/4.0

DESIGN SKILLS

Interaction Design
User Interface Design
Wireframing
Visual Design
Adobe Illustrator
Adobe InDesign
Adobe Photoshop

TECHNICAL SKILLS

HTML, CSS, JavaScript
Ruby on Rails
Python, C, Java
SQL, SQLite, Postgres, MongoDB
Git (version control)

RELEVANT COURSES

Communication Design Fundamentals
Interaction Design Studio
Information Design
Software Structures for User Interfaces
User Interface Mobile Lab
Application Design and Development
Software Development Project
Gadgets, Sensors & Activity Recognition
Cognitive Psychology

LEADERSHIP

**Joint Funding Committee Representative
- Student Body**
2014-2015

**Treasurer - Awareness of Roots in
Chinese Culture**
2013-2014

**Vice President of Public Relations and
Marketing - Alpha Chi Omega Sorority**
2013-2014

Alpha Phi Omega Service Fraternity
2013-2014

EXPERIENCE

Business Intelligence Intern - Endurance Specialty Insurance Ltd.
Summer 2014 • White Plains, NY
Created the data warehouse architecture diagram of the entire company to assist the Chief Information Officer in server replacement decisions.
Interacted with different teams in the IT department in gathering data to produce workflow diagrams used for reporting purposes for the Chief Information Officer.
Assisted in implementing new technology - Cognos Business Intelligence.
Developed and maintained reports using SQL Server Reporting Services and Microsoft Visual Studio.
Performed smoke testing on SSRS, Business Objects, and Cognos reports.

Research Assistant - Carnegie Mellon University Department of Social Sciences
Fall 2012 • Pittsburgh, PA
Designed and built a user interface to collect data from various students for a research project in the Department of Social Sciences at Carnegie Mellon University.
Compiled data into a SQLite database to perform analysis.

PROJECTS

Android Application
Fall 2014
Designed and developed an Android application which allowed users to take or upload a photo and add drawings to it, and also offered many templates for the user to form beautiful photo collages from photos in the phone's gallery.

Ruby On Rails Application
Spring 2014
Designed and built a Ruby on Rails application for a fictitious chess camp which supported registration for different level chess classes.
Developed the Model, View, and Controller for over 10 models, and formulated sufficient unit testing.
Integrated Foundation 5 into the project to create a professional design.
Involved user authentication which allowed various users to log in to update their profile or manage registration.
Used geocoding to create a basic Google Map.

Andy Warhol Museum Website
Fall 2013
Designed and programmed a fully functional website for a fictitious Andy Warhol Museum.
Contained various functionalities such as navigation, form, and Google maps.
Included an interactive Web 2.0 interface designed using JQuery.

C0 Virtual Machine
Spring 2013
Implemented a virtual machine for the C based language C0 that executes basic operations, function calls, memory allocation, and memory access.

Python Application
Fall 2012
Designed and programmed a Christmas version of the Helicopter game.
Contained over 1000 lines of code and focused on object-oriented programming.