CHISTINE LIU

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SKILL SETS

USER RESEARCH

User flow analysis, Survey design, Persona building, Usability test

UX DESIGN

Ideation, Sketching, Wireframing, Protyping

PROGRAMMING

HTML, CSS, Javascript, ¡Query, C++, JavaIDE

TOOLS

Pen and paper, Axure, Omnigraffle, Adobe Creative Suit, MS office

EXPERIENCE

VERTAFORE

Bothell, WA

10/2013- PRESENT

UX Design Intern

- Assist in AMS360 persona building, NPS/SUS survey redesign, VAP interactive prototype, User experience design guideline and user analytics reports.
- Tools used :Adobe illustrator, Axure, Omnigraffle

SOLIDWORKS

Waltham, MA

06/2013-09/2013

UX/UI Developement Intern

- Initiate an UX project which aims to solve the inconsistency problem in Solidworks plugged in EPDM
- Conduct reports for solving current UX problem and implement graphic user interface by C++

KETCHUM

Taipei, Taiwan

10/2011-06/2012

Project Asistant

• Assisted in large-scale activities, media reception including magazines, newspapers and webbased media.

EDUCATION

University of Washington M.S. in Information Management

Expected 06/2014

Related course: Design Method, User Centered Design, Data visualization, Interactive Design

National Central University B.S. in Information Management

02/2012

Awards:

- NCU Presidential Award (for top 3 students of the class)
- The 3rd place, The 15th College Contest of IT Services Innovation

PROJECT

Website Redesgin

UW-IT Decision Support Website

01/2014- PRESENT

- Redesign website for UW-IT Enterprise Data Warehouse team.
- Take charge of design phase including curret website analysis, user research, work flow design and deliver high quality prototypes/ wireframes

Physical Product Reimagination

Growler Home Security System

03/2013-06/2013

- Personal home security system aims to deter portential introduers.
- Experience the whole design proces, from ideation to evaluation

Windows Mobile Application Desgin

CarMax Mobile Application

01/2013-03/2013

- Mobile App designer for CarMax.com aims to enhance customer walk-in rate
- User Interview, Ideation by sketching, Interactive prototype by Axure