

CHRISTINE LIU

<http://christineliu.info>

cytliu@gmail.com

(206)747-2905

WORK EXPERIENCE

Designer

06/2014 - Present

Tyemill, Seattle, WA

- Successfully design and ship web applications that facilitate financial analysis and genomic research.
- Gather requirements, identify problems and provide creative solutions.
- Collaborate with multi-disciplinary teams to conceptualize, design and develop products.
- Build wireframes, prototypes and comps to demonstrate UI and user interaction.
- Plan and execute usability tests to identify user pain points and synthesize findings into feature improvements.

UX Designer

01/2014 - 06/2014

UW Information Technology, Seattle, WA

- Redesign website for UW-IT Enterprise Data Warehouse team.
- Conduct website analysis and user research; design information architecture; produce visual assets and develop website front-end.

UX Design Intern

10/2013 - 03/2014

Vertafore, Bothell, WA

- Take ownership of NPS/SUS survey redesign and build analysis template.
- Structure user experience guideline for all Vertafore products.
- Deliver high quality visual assets for nationwide conference demos.

UI/UX Developer Intern

06/2013 - 09/2013

Solidworks, Waltham, MA

- Initiate a UX project with the goal of enhancing usability of Solidworks Enterprise Product Data Management (EPDM).
- Successfully raise awareness in EPDM team as the result of delivering heuristic reports, wireframes and interactive prototypes.

EDUCATION

M.S.

09/2012 - 06/2014

University of Washington, Seattle, WA

- Information Management
- Academic Focus: UX Design, UX Research, Data Visualization

B.B.A.

09/2007 - 02/2012

National Central University, Taoyung, Taiwan

- Management Information Science

PROJECTS

Physical Product
Re-imagination
03/2013 - 06/2013

Growler Home Security System

- Home security system design with the goal of deterring potential intruder and brining home owners the peace of mind.
- Highly involve in every step of the design process ranging from user research, ideation, prototyping and usability test.

Windows Mobile
Application
01/2013 - 03/2013

CarMax Mobile Application

- Mobile application designed for CarMax.com with the goal of increasing customer walk-in rate.
- Take ownership of interviews, information architecture and interactive prototypes.

SKILL SETS

Design

Sketching
Wireframing
Prototyping
Story boarding
Red-line
Style Guide
Visual Treatment

Research

Survey Design
Interview
Persona Creation
Usability Test
Google Analytics

Architecture

Site map
Workflow Analysis
Taxonomy
Information Architecture

Visualization

Tableau
D3

Tools

Illustrator
Photoshop
InDesign
After Effect
Axure
Omnigraffle
Flinto
HTML
CSS
JavaScript