

WENDY LIANG

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EDUCATION

UNIVERSITY OF WASHINGTON c/o 2019

Major— B.A. in Geography (Focus: GIS)

Minors—Informatics & Philosophy

TECHNICAL SKILLS

PROGRAMMING—JAVA, R, SQL, HTML, CSS

MAPPING—CARTO, ESRI (ArcGIS Online, ArcMap, StoryMap), Google Maps (API)

MICROSOFT OFFICE SUITE—Excel, PowerPoint, Publisher, SharePoint, Word, Visio

UI/UX PROCESSES AND TOOLS—

Wireframing (Balsamiq, InVision, Marvel, LucidChart), Prototyping, User Personas

INFORMATION ARCHITECTURE—Card Sorting, Content Strategy, Information Personas, Site Mapping, Taxonomy

SOFT SKILLS

EVENT PLANNING—Meetings, Fundraisers

LEADERSHIP—Robotics, Group Projects

PUBLIC SPEAKING—Renton Rotary Luncheon as Robotics Rep., Leadership Speeches

LANGUAGES—English, Cantonese, Mandarin

EXTRACURRICULAR | AWARDS

UW BRAZILIAN JIU-JITSU CLUB

Secretary—4/2016 TO PRESENT

KING COUNTY LIBRARY SYSTEM

Tech Tutor Volunteer—9/2016 TO 5/2017

UW HUSKY ROBOTICS

Programming—9/2015 TO 6/2016

NCWIT ASPIRATIONS IN COMPUTING

National Award Runner-Up—2015

Washington State Winner—2015

FIRST TECH CHALLENGE (FTC) TEAM 8693

Cofounder & President—9/2013 TO 6/2015

EMPLOYMENT HISTORY

INFO SYSTEMS STUDENT SUPPORT TECHNICIAN

UW HR—2/28/17 TO PRESENT

- Assists business and support analysts triage HRIS requests
- Reimaged and installed 40+ computers throughout 11 other HR departments
- Creates user guides, flow charts, graphs and other individual projects using Excel, Visio, and InfoPath

INSTRUCTIONAL SUPPORT STUDENT OFFICE ASSISTANT

UW HEALTH SCIENCES—9/21/16 TO 1/13/17

- Communicated effectively with customers on the phone, in-person and via email with various inquiries
- Delivered additional resources to customers needing special event containers, AV equipment and additional furniture
- Provided AV support for special events and processed equipment requests using TMA software

SOFTWARE ENGINEER SUMMER INTERN

CARADIGM—6/23/14 TO 8/22/14

- Created new sample content for testing on Caradigm's application platform based upon user personas
- Finalized transfer process of old sample content to new application platform for other users
- Tested application for functionality of UI

PROJECTS

COOKy | DESIGN THINKING AUTUMN 2017

Designed a gamified cooking application for people that want to hone their cooking skills. Prototyped a medium fidelity of the mobile game using MarvelApp and did a video prototype as the final deliverable.

DEGREES OVER TIME | TECH FNDNS SPRING 2017

Analyzed trends for popular majors through an interactive visualization using R. Delivered this through a ShinyApp that takes in data from NCES regarding postsecondary education.

DUBSAFE | INTELLECTUAL FNDNS OF INFO WINTER 2017

Designed a wearable targeted to keep students safe at night within the University District. Went through the design process of brainstorming, defining stakeholders, prototyping wearable using Tinkercad and mobile application using InVision.