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—CSS, HTML, Java, Javascript, Markdown, R, SQL

UI/UX PROCESSES AND TOOLS—Wireframing (Balsamiq, InVision, Marvel, LucidChart), Prototyping, User Personas

INFORMATION ARCHITECTURE—Card Sorting, Information Personas, Site Mapping

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

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

SOFT SKILLS

EVENT PLANNING—Meetings, Fundraisers

PROJECT MANAGEMENT—Parametric Internship, Academic Group Projects

PUBLIC SPEAKING—User Demo Presentations, 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

EMPLOYMENT HISTORY

INFO201 TEACHING ASSISTANT (MD, R & GITHUB)
UW iSCHOOL—9/16/18 TO PRESENT
- Conducted lab sections for a class of 25 students, prepared and graded exercises, assignments, and exam questions
- Held regular office hours, tutored students, managed and responded to course-related emails and Slack questions

SOFTWARE PROJECT MANAGER INTERN
PARAMETRIC—6/18/18 TO 9/21/18
- Project managed 2 releases of an internal website alongside 3 software developer interns
- Developed and documented business requirements for the project to ensure that organizational objectives were met
- Worked in an agile development environment, scheduled user demos and meetings with internal business users

INFO SYSTEMS STUDENT SUPPORT TECHNICIAN
UW HR—2/28/17 TO 6/8/18
- Assisted business and support analysts triage daily HRIS requests using Outlook and SharePoint
- Reimaged and installed 40+ computers throughout 11 other HR departments

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

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 app using InVision.