

# WEIKUN LIANG

weikunliang.com

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## EDUCATION

### CARNEGIE MELLON UNIV.

Pittsburgh, PA | Dec 2016

M.S. Human Computer Interaction  
GPA: 4.0/4.33

B.S. Information Systems,  
Human Computer Interaction

## SKILLS

### Design

Storyboarding, Wireframing  
Sketching, Calligraphy  
User Experience Design  
User Centered Research  
Usability Testing  
Rapid Prototyping  
Desktop Modeling

### Technical

Sketch, Balsamiq  
Marvel, Invision, Principle, Framer  
Illustrator, Photoshop, Indesign

### Programming

HTML, CSS, JavaScript  
jQuery, Processing, p5.js  
Ruby on Rails, Git  
Python, C, Java, Perl

## HONORS

University Honors  
Phi Beta Kappa Honor Society  
Phi Kappa Phi Honor Society

## EXPERIENCE

### DEVELOPMENT SOLUTIONS ORGANIZATION | Pittsburgh, PA

**Design Consultant**, Aug 2016 - Present

Designed solutions for non-profit organizations in developing countries. Currently working on a project with Akshaya Patra on researching previous internship endeavors and designing a landing page for intern opportunities.

### MASTERCARD | Pittsburgh, PA

**Product Designer for Capstone Project**, Jan 2016 - Aug 2016

Worked on a multi-disciplinary team on researching customer desires around digital payments and designing a service in the digital payments space that bridges the gap between physical and digital commerce.

### AMAZON | Seattle, WA

**Software Development Engineer Intern**, May 2015 - Aug 2015

Prototyped a UX design that improves customer's sampling experience of kindle books on the mobile web browser. Worked closely with the team's UX Designer and Project Manager to discuss design opportunities.

### PITTSBURGH PARKS CONSERVANCY | Pittsburgh, PA

**UX Designer & Developer**, Jan 2015 - May 2015

Redesigned and developed the Android and iOS application for Pittsburgh Parks Conservancy. Collaborated with team members and client to develop the software using agile approaches. Tested various prototypes on real park users.

### LANGUAGE TECHNOLOGIES INSTITUTE | Pittsburgh, PA

**UX Designer**, Jan 2015 - May 2015

Designed and prototyped Meaning Bee, an educational game that tests users' understanding of words. Collaborated with Anthony Tomasic and Alex Rudnicky, Computer Science professors at Carnegie Mellon, and a Design student.