

RAN LIU

User Experience and Interaction Designer

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EDUCATION

M.S. in Computer Science at UNIVERSITY OF MARYLAND August 2009 – May 2012

- Focus: Human Computer Interaction (HCI) and Visualization.
- Designed and developed *TwinList* and *ManyLists* to facilitate comparison in the medical field and e-commerce. Paper published at *WISH 2012*.
- Developed Children's Dictionary, an online dictionary prototype for children to learn and teach new words. Conducted a group usability study session with the UMD Kid's Team.

EXPERIENCE

Senior UX Designer at Amplitude Analytics Oct 2016 - Present

- Conceptualize and create innovative design and task flows for new product features based on usability testing insights.

UX/UI Designer at Chartboost April 2016 – Oct 2016

- Led all design initiatives for Chartboost's main product to improve user experience for both customers and internal employees.
- Conducted data-driven design experiments to impact revenue.
- Product Owner for dashboard team

UX Designer at Marketo December 2014 – April 2016

- Lead Designer for Marketo Analytics and Email Editor 2.0.
- Conducted user research and qualitative user studies.
- Collaborated with marketers, sales reps, account managers, community managers, and customers to gather requirements, define strategies and curate feedbacks.
- Mentor and guide design intern

Associate Program Manager (UX) at MicroStrategy March 2014 – December 2014

- Strategized UI, user experience and workflow for next-gen analytics platform under direct management of the CEO.
- Proposed new features based on market opportunities, literature review and expert interviews. Delivered storyboards, workflows, wireframes and product specs focusing on data acquisition, content creation and sharing.
- Conducted research on primary target user (Data Scientists). Create user personas and summarize typical user workflow.

Software Engineer (Front-end) at MicroStrategy July 2012 – March 2014

- Designed and implemented features for MicroStrategy Visual Insight using cross-browser compatible HTML5, CSS3 (Sass) and JavaScript.
- Prototyped various data visualizations using D3.js and designed a simple "drag-and-drop" experience for advanced users to easily plug in customized visualizations.
- Hackathon runner-up. Competed against 60 teams across the globe, final submission was featured at MicroStrategy World 2013 and product marketing videos.

TRAINING

Usability Week by Nielsen Norman Group March 2015

Interaction Design, Information Architecture, Navigation Design and Human Mind and Usability.