

# Holly Liu

Hello! I'm a recent CMU graduate, holding a Bachelor of Design with a concentration in Product Design and a minor in Soft Technologies (fiber works). I'm a deeply enthusiastic and sensitive individual and lead my design process with these qualities. I am looking for full-time employment opportunities.

## EXPERIENCE

### CMU Design 3D Lab Supervisor — *CMU Design Work-Study*

AUGUST 2022 - MAY 2023

Primarily focused on teaching and ensuring safe student usage of machinery through thoughtful construction plans and careful practices (woodworking, metalworking, fume room). Secondary responsibilities in operating and troubleshooting digital tech and associated student files (3D printers, 3D scanners, laser cutters).

### Avanade (Accenture & Microsoft) UX Intern — *UX & Visual Designer*

MAY 2022 - AUGUST 2022

User Experience Intern with additional visual design work. Worked with clients on updating desktop user dashboards and creating responsive designs for mobile users. Daily troubleshooting with partnered development teams. Participated in scrum sprint cycle meetings and presented work at client meetings. My contribution was highly valued by clients and Avanade teams.

### CMU Lead Tartan Ambassador — *University Marketing and Outreach*

MAY 2021 - MAY 2022

Worked with a lead team to improve visitor experience, trained new and returning ambassadors, and developed in-person and virtual events for CMU prospective & incoming student outreach. Communicated with 5,000+ annual visitors through campus tours and information panels. Promoted after a year as a tour guide.

### Freelance Graphic Design — *Self Employed*

DECEMBER 2016 - AUGUST 2022

Worked with a variety of individuals and organizations to produce graphics, including but not limited to advertising material and social media material.

## PROJECTS

### RSD9: Obesity Epidemic Systems Map — *Design Research*

Systems research published by RSD9 conference and cited in a doctoral thesis. Analysis and clarification of obesity as a wicked problem; creation of a gigamap graphic presenting research.

### Products for Interactions — *Studio Projects*

3D semantics, communication through form, and creation of meaningful objects through material choice and mechanical manipulation.

- Spring 22: Researched and developed a system to encourage symbol recognition along with cognitive and motor development in young children
- Fall 22: Researched and developed environmental allergies management system targeting young adults with a fast-paced lifestyle.
- Spring 23: Self-directed and produced capstone Fauxxna, a satirical look at animal materials in luxury goods.

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## EDUCATION

### Carnegie Mellon University

Bachelor of Design ('23)

Soft Technologies Minor

## SKILLS

- Solidworks
- Keyshot
- Adobe Suite
- Figma
- Drawing/3D Visualization
- LoFi & HiFi Prototyping
- Woodworking
- Simple Product Manufacturing
- Soft Fabrications Skills
- Wireframing
- Storyboarding
- User Research
- Systems Thinking
- UI/UX Development
- Simple Electronics
- Manufacturing & Assembly
- Brand Storytelling
- 3D CAD
- Concept Development
- Project Management
- Material Selection
- Visual Design
- Hand Tools
- Shop Tools
- 3D Printing & Laser Cutting