

CYNTHIA LIU

Architecture Major · Computer Science Minor

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EDUCATION

Georgia Tech | Fall 2018 - Spring 2022

Candidate for Bachelors of Science in Architecture
Minor in Computer Science (Media Thread)
GPA: 3.96 Major GPA: 4.0

WORK EXPERIENCE

Rule Joy Trammell + Rubio | Architecture + UI/UX Design Intern 2021

- Developed schematic drawings, unit floor plans, and construction documents for residential projects within a team setting
- Revamped the company website to improve the user flow, expand the functionality, and enhance the visual appeal of the portfolio
- Conducted user research and testing to inform iterative design

GT Tutoring + Academic Support | Graphic Designer 2019-21

- Designed a wide range of graphics to advertise academic support services including printed/digital media, animations, and videos
- Aided in the overall branding and redesign of the website, outlining user pain points and suggesting design solutions
- Collaborated on marketing strategies for social media growth and outreach to Georgia Tech students

Goodwyn Mills + Cawood | Architecture Intern 2019

- Led an active role in the design development for several building proposals including schools and community centers
- Handled final renderings and graphics using 3D modeling programs and Adobe Suite

EXTRACURRICULAR

Georgia Tech International Ambassadors | Marketing 2018-21

- Lead graphic design sub-committee to design engaging marketing materials for club initiatives and events
- Encourage cultural exchanges and diversity on campus for a more vibrant and accepting social environment

School of Architecture | Student Ambassador 2019-21

- Guide tours of prospective students around the School of Architecture and speak about personal experience in the program
- Represent the school and act as a resource to new students

GT Excel Program | Tutor 2019

Student Advisory Council | Freshman Representative 2018-19

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Hello! I'm an Architecture student making the leap to UI/UX design. I'm eager to join a design team where I can apply my creative problem-solving skills and my passion for designing user experiences: physical and digital.

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SKILLS

UX Design Skills

- User-Centered, Iterative Design
- Interviews & Research
- Personas & Scenarios
- Wireframes & Prototypes
- Agile Methodology
- OOA+D
- UML Diagramming

Tools

- Adobe Suite
- Figma
- Revit
- AutoCAD
- SketchUp
- Rhino

Computer Science

- HTML/CSS
- Javascript
- Java
- C Programming
- Github

AWARDS

- Mike Rice Design Winner
- ArchiHacks ArchiModel Winner
- Clough Art Crawl People's Choice Award
- Portfolio Design Winner
- Monte Jade Exceptional Young Achiever Scholarship