Ruiqing "Rachel" Liu

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center　　　　September 2014 - **May 2016**
Master of Entertainment Technology　　　　*GPA: 3.85*

Arizona State University, W. P. Carey School of Business　　　　*January 2011-December 2013*
Bachelor of Science, Computer Information Systems　　　　*Cumulative GPA: 4.00*

ACADEMIC PROJECTS

Entertainment Technology Center, Carnegie Mellon University　　　　*Pittsburgh, PA*
SMALLab Project | Producer　　　　*January 2014 - May 2014*
- Facilitated communication between project team, client and instructors
- Created detailed schedules, worked with team to develop milestone tasks, provided detailed task tracking using Agile methodology

Build Virtual Worlds | Artist　　　　*September2014 – December2014*
- Worked on platforms including Oculus, PS Move, Kinect, Leap Motion in teams of four to five students in two week rotation
- Created game and arts using Maya, Photoshop, and Unity

Department of Information System at Arizona State University　　　　*Tempe, AZ*
DVD Database System | Developer　　　　*September 2012 - May 2013*
- Created an inventory application using C# in Visual Studio
- Created an online retail web with SQL Server database

EXPERIENCE

Pitney Bowes　　　　*Pittsburgh, PA*
Pre-sales Consulting Summer Intern　　　　*May 2015 – August 2015*
- Designing and Building web applications that motivate and engage clients and employees
- Using technology to visually explain products, service and value.

Arizona State University Information Systems Department　　　　*Tempe, AZ*
Teaching Assistant　　　　*September 2013 – December 2013*
- Self-studied JavaScript/AppScript and created practical programs that are suitable for course education
- Designed and prepared tutorials for student assignments and practice challenge

Make-A-Wish Foundation　　　　*Phoenix, AZ*
Workflow Development Intern　　　　*June 2013 - August 2013*
- Transformed existing workflows and analyzed company needs for creating new workflow in new Intranet system
- Analyzed new system Blog and Discussion forum function and adopted the function to the new Intranet

Arizona Game and Fish Department　　　　*Tempe, AZ*
Information Systems Intern　　　　*June 2012 - August 2012*
- Worked in a team on FINS Project using HTML, CSS in DotNetNuke and Visual Studio 2010
- Designed more than 10 survey questions for centralizing the information architecture purpose

PROFESSIONAL DEVELOPMENT AND LEADERSHIP

Toastmasters at Arizona State University　　　　*Tempe, AZ*
Vice President of Membership　　　　*August 2013 – December 2013*
- Expanded organization in membership size by 30%
- Practiced communication, public speaking, and leadership abilities

Arizona State University Undergraduate Admissions Office　　　　*Tempe, AZ*
Student Assistant　　　　*March 2012 - May 2013*
- Guided over 3,000 new Arizona State University applicants through the application process online
- Assisted visitors to ASU campus tours and navigate students through four online virtual fairs

SKILLS AND INTERESTS

Software: Maya, Unity3D, Photoshop , MS Access, MS Visio, MS Project, SQL Server, MySQL, WordPress and Visual Studio

I.T. Languages: HTML, C++, CSS, C#, Python, Django, SQL, JavaScript, Apps Script, PHP, and Java