



CHRIS LIAO

EXPERIENCE

FEB 13 to Present

Blizzard Entertainment

Associate UX Designer for Support Systems Engineering. Day-to-day tasks include meeting with end users & stakeholders, prototyping A/B tests, designing interfaces, and working with engineering to ensure implementation. Projects include:

AUG 09 to JAN 13

MEDL Mobile, Inc.

UI/UX Designer for iOS & Android mobile applications. Responsibilities included interface design, user flow mapping, creating pitch documents, and web/mobile/print advertising. Clients include: Taco Bell, Encyclopedia Britannica, Ted,

JUN 06 to Present

Freelance Designer

Various design projects include small business branding, e-mail blasts, business stationery, iconography, and online elements. Clients included Servora, Flex at Ocean, Duffel Up, The Legendary Lotus, and Rusnak Auto Group.

EDUCATION

JUN 11

Bachelor of Science in Advertising

The Art Institute of California - Orange County

PROFICIENCIES

Fluent

Adobe Creative Suite (Photoshop, Illustrator, InDesign, Dreamweaver, After Effects), Axure, MS Office.

Experience

Hand coded HTML & CSS, Final Cut Pro.

INTERESTS

All things Batman, graphic design, computer games, trading card games.