



junshu liu

Designer. Developer. Creator.

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education

8/2019 Georgia Institute of Technology
M.S. Digital Media
School of Literature, Media, and Communication
Ivan Allen College of Liberal Arts

6/2018 The University of Chicago
M.A. Digital Studies of Language, Culture, and History
Division of the Humanities

8/2014 Arizona State University
M.A. Digital Culture (Media Processing)
School of Arts, Media, and Engineering
Herberger Institute of Design and the Arts

HONORS Scholarship - Division of the Humanities @ UChicago
Dean's List - Herberger Institute of Design and the Arts @ ASU, Fall 2017 and Spring 2018

skills

DESIGN UI/UX | Adobe XD, Sketch, Axure, Proto.io
Basic | InDesign (Id), Photoshop (Ps), Illustrator (Ai)
Web | HTML, CSS, WordPress
3D Modeling | Autodesk Fusion 360

LANGUAGE Media Arts | Processing, Max/MSP/Jitter
Web | Javascript | Others | Python, R, Swift, Java
I can speak | Mandarin Chinese (native), English (U.S.) (academic & professional)

TECHNOLOGY & TOOLS Apple iWork | Keynote, Number, Pages
Data Management | LibreOffice, OpenRefine
Project Management | draw.io, Trello

OTHERS Video Editing | Apple Final Cut Pro X, Adobe Premiere Pro
Special Effects | Adobe After Effects (Ae)
Leadership | Public Speaking

leadership

10/2016 DIRECTOR OF DIGITAL MEDIA @ The Software Developers Association (SoDA), Arizona State University
- Design marketing materials, including flyers for SoDA's social media post before the events; Design vinyl posters (banners); Design different templates for different kinds of events; Design, make and display TV slides before the events.
- Design SoDA's official website, the soda.io, and collaborate with our developers.
- Participating event organization, including flyers, TV Slides, event promo videos, website design, promoting before lectures, and photographing. One of the organizers of SWHacks 2017, a SoDA-hosted 36-hour hackathon at Arizona State University. The director of the opening ceremony video and one of the organizers of sunhacks 2018, a 36-hour hackathon.

projects & solutions

MARINE WORLD

Learn more at junshuliu.com/marine-world

Motion Capture Integrative System, Spring 2017, Arizona State University
Marine World is an interactive multimedia system based on motion capture technology. Our goal is to help children learn different types of creatures that live in all parts of the sea. Users can walk on a virtual water pool projected on the floor that creates ripples wherever you step. In the "pool," there are sketches of different types of creatures. By standing over one of them, interesting facts about it will show up in front of you projected on the wall.

CATEGORY Interactive Media System, Motion Capture PROGRAMMING LANGUAGE Max/MSP, Processing TOOL USED OptiTrack by Motive OTHER SKILLS UI & UX Design, Video Editing, Team Collaboration

ENVOLVE

Learn more at junshuliu.com/envolve

Web App Prototype, a hackathon project, Hacks for Humanity 2017 (1st Place Winner)
Envolve is a community service that could encourage people to take part in volunteer events and get certifications. My responsibility is to design the brand of Envolve, and the webpage for both mobile and desktop. I also helped come out with some ideas for the service and the creation of the pitch slideshow.

CATEGORY Service Design & Branding, Web Design, Graphic Design TOOL USED InDesign, Illustrator OTHER SKILLS Team Collaboration, Marketing, Entrepreneurship

FRIDGIE

To be available at junshuliu.com/fridge

iOS App Prototype, a hackathon project, HackATL 2019 (TOP 8 Finalist)
Fridge is a mobile app that could help users to save time and money for groceries shopping by avoiding buying products repeatedly. To do this, users should have an awareness of what they have in their pantry. Our solution is to let users log their grocery purchases by simply scanning the receipt. The app will add your purchased items into your pantry list, including their expiration dates. The app can also give you smart suggestions for recipes and your next week's shopping list based on what you have in your pantry list.

CATEGORY UI & UX Design & Prototype TOOL USED Adobe XD OTHER SKILLS Team Collaboration, Marketing, Entrepreneurship

MORE PROJECTS

Herberger Experience (using ar.js) Augmented Reality campus tour at ASU Herberger Institute of Design and the Arts | Linewave 3D (using Max/MSP) An interactive virtual reality visual artwork with a virtual 3D space based on the user's face position detected by the camera | Streamwork website design and prototype (using Axure) An online educational platform which provides interactive teaching and tutoring through livestream sessions | Synapse app prototype (using Proto.io) A habit management mobile app concept that aims to help to teach people changing their bad habits | WhoU app icon Design the logo and icon