

SARAH LIANG

+1 669-238-5394 | sarahliang71119@gmail.com | [LinkedIn](#) | [sarah-liang.com](#)

EXECUTIVE SUMMARY

- Dedicated college junior with multiple years in UI/UX design, commending design tools such as Figma, Adobe Creative Suite, Framer, and Webflow
- Active participant in campus-affiliated design organizations, hackathons, and research projects
- Web designer for Pepperdine University SGA under Innovative Design

EDUCATION

University of Southern California

Cognitive Science BA

Aug 2024 - Present

University of California, Davis

Cognitive Science Computational Emphasis BS

Sept 2022 - Aug 2024

- UC GPA: 3.94, Dean's Honor List (2022, 2023)

EXPERIENCES

Product Designer | HackSC

Sept 2024 - Present

- Designing intuitive, user-centric digital experiences for the student-run hackathon's platforms and products
- Engaging in cross-functional collaboration with marketing, engineering, and other divisions of the hackathon's organizational team

Web Designer | Innovative Design

Sept 2024 - Present

- Partnering with the client Pepperdine SGA to design and build out an informational platform on Webflow, creating a central space for users to explore program details and resources

User Experience Intern | Neighborhood Teens

Sept 2023 - Present

- Executed the end to end development cycle, with a team of developers, and built a web/mobile app to connect individuals in need with local resources
- Designed branding, devised user flows for the website & mobile app, and organized user testing scenarios

ITS Research Intern | George Mason University

June 2024 - Aug 2024

- Conceptualized and executed an experimental study with a team of 6 interns and evaluated the consistency of LLM-generated rubric grading of student algorithms
- Co-authored a comprehensive research paper documenting the study and its outcomes
- Presented the paper at a tech conference (MIT URTC) to an audience of professors, industry professionals, fellow student researchers, and the general public

UI/UX Designer & Cohort Program Manager | Design Interactive

Jan 2023 - Aug 2024

Cohort Program Manager (Board)

- Administered and led an educational program with 4 designer teams, guiding them and overseeing the success of complex design challenges
- Curated and cultivated comprehensive educational resources/content tailored for designers and mentors
- Spearheaded the final presentation event, managed team submissions, and facilitated communication with a judging panel of organizational board members and industry professionals

UI/UX Designer (Fellowship & Cohort)

- Re-designed an existing educational platform to streamline task organization using Figma, aiming to boost student engagement, in collaboration with 2 fellow designers (Fellowship Program)
- Co-designed and prototyped a volunteer platform to optimize volunteer matching and simplify registration; presented final designs to the organization board members and industry professionals (Cohort Program)

UI/UX Designer | Codelab

Jan 2024 - June 2024

- Built a human-centered product aimed at enhancing brand visibility and interest for the client, Optiwise, with a cross-functional team of 2 other designers and 6 developers
- Conducted in-depth competitive analysis to inform strategic design decisions, user flows, and site maps
- Administered user research using Qualtrics and executed usability testing with external companies/investors and consumers to gather feedback on prototypes

SKILLS

Skills: Figma, Adobe Creative Suite, Python, C/C++, basic HTML/CSS, Qualtrics, Airtable, Github, Framer, Webflow

Languages: English, Mandarin