

MARK LIANG

CREATIVE CODING, INTERACTIVE INSTALLATION, AND EXPERIENCE DESIGN

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EDUCATION

California College of the Arts (CCA)

2012-2014

MFA - Design

National Taiwan University (NTU)

2007-2011

BS - Electrical Engineering

Creativity & Entrepreneurship Program (CEP)

2009-2011

creativity, design, marketing, management, team work

SKILLS & EXPERTISE

Interaction Design

Design Research / Storytelling / Wireframing
Prototyping / Sketching / User Testing

Visual Design

Adobe Photoshop / Adobe Illustrator / Adobe InDesign
Sketch / Framer / Keynote

Front-End Development

HTML / CSS / JQuery / JavaScript / ReactJS

Video Editing

Adobe Premiere / Adobe After Effect

3D Modeling

Rhino 3D / KeyShot

LECTURES

Da-Tung University - May. 2017

Guest lecturer on Prototyping & Testing

Ogilvy & Mather Taiwan - May. 2016

Creative training lecturer sharing about creativities and new technologies.

UX/UI Night - Mar. 2016

Sharing about my design experience in the U.S.

EXPERIENCE

Mozilla Taiwan / Product & UX Designer

Sep. 2015 - Present

Drive the UX/UI design for Firefox Testpilot Experiments such as Firefox Screenshots, Firefox Send. Help develop prototypes for Firefox Browser features and also explore new mobile applications for emerging markets.

AKQA / Associate Creative Technologist

Jan. 2015 - Jun. 2015

Working with both tech and creative department using technical skills and creativity to bring products and experiences to life for clients such as Nike Jordan, Google, and Axa.

AKQA / Creative Technology Intern

Sep. 2014 - Dec. 2014

Uniting vision and creativity with the technical skills needed to bring ideas to life. Using creativity and tech chops to create innovative solutions for some of the world's most forward-thinking brands such as Nike Jordan, DirecTV and Google.

Kinesis Studio / Design Intern

Jun. 2014 - Sep. 2014

Developing a workout experience for the Elite Training Academy project, including designing visual and interaction for the Kiosk and App. Helping prepare design proposals and design documentation, working closely with the Design and Engineering team.

TEACHING

California College of the Arts / Teaching Assistant

Sep. 2013 - Dec. 2013

Providing guidance and feedback for the students from Interaction Design Foundation class. Participating in discussions and workshops to help students learn the process and principles of interaction design.

California College of the Arts / First Year Honor Program Mentor

Sep. 2013 - May. 2014

Working with exceptional incoming first year students to provide additional rigor, critique and investigation of their work. Planning and curating the exhibition "Segue" with first year honor students.