

# Yiyi Rose Liu

Web, UX, & accessibility developer

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Creating online experiences that are beautiful, functional, and accessible. Pushing the boundaries of what web technologies can do. Interested in a broad range of topics and always eager to learn more.

## Focus Areas

- UX & UI
- Accessibility
- Prototypes & proofs of concept
- Advanced CSS techniques (including CSS art, animations, and SVGs)
- Microinteractions and "moments of delight"

## Skills

### Technical Skills

- Web accessibility (WCAG, ADA, Section 508, etc)
- HTML & CSS (including SCSS & LESS)
- JavaScript (including Typescript & ECMAScript)
- Node.js & NPM
- Photoshop, Sketch, & Figma
- Rudimentary experience with React, Angular, Vue.js, Python, & PHP

### Certification

- IAAP Certified Professional in Accessibility Core Competency (CPACC)

### Personal Skills

- Communication (written & verbal)
- Collaboration
- Critical thinking
- Resourcefulness & adaptability
- Problem solving & creativity
- Teaching & presentation skills
- Crisis management
- Self-directed learning

### Languages

- English — native speaker
- Chinese (Mandarin) — native speaker
- French — working knowledge

## Experience

- **2018 – Current: Creative Technologist / Front-End Developer at VML (formerly Gorilla Group)**
  - **Senior (2021 – Current)**
    - Creation and documentation of internal standards for accessibility
    - Education of team members and other stakeholders on accessibility, SVGs, advanced CSS techniques, and other topics
    - Client communication on technical limitations and legal requirements (ADA, GDPR)
    - Interdepartmental consultation and support as subject matter expert on web accessibility
    - Guidance and assistance to junior and mid-level team members on basic and intermediate web development topics on an as-needed basis

- **Mid-level (2020 – 2021)**
  - Integration of front-end designs into various existing platforms
  - Creation of prototypes, proofs of concept, and interactive demos for clients
  - Development of tools and applications for internal use
  - Contribution to internal library of reusable UX patterns and components
  - Advocacy for improved accessibility across the company's online projects and offerings
- **Junior (2018 – 2020)**
  - Creation of platform-agnostic front-end solutions for various e-commerce clients
- **2015 – 2016: Research Assistant at the Geomatics and Cartographic Research Centre, Carleton University**
  - Design of an alternate UI for the Nunaliit Atlas Framework
  - Implementation of a tangible object and multitouch interface using Node.js and TUIO

## *Education*

- **2014 – 2017: Carleton University. M.CS in Human-Computer Interaction**  
Thesis: *Disabled Gamers: Accessibility in Video Games*
- **2011 – 2014: McGill University. B.A. & Sc. in Cognitive Science, minor in English Literature**
- **2009 – 2011: Marianopolis College. Arts and Sciences degree (DEC intégré)**