Yiyi Rose Liu

Web, UX, & accessibility developer

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🌐 byanyothername.me

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

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
○ 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

○ **2025 – present: Professor of Computer Science at Dawson College**
    ○ Creation and delivery of course materials in both lecture and lab settings
    ○ Ad-hoc one-on-one instruction during office hours
    ○ Creation and grading of various assessments such as tests and projects
    ○ Contributing to various department efforts such as student outreach and events
○ **2018 – 2024: 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
- **2014 – 2016: Teaching Assistant at Carleton University**
  - Grading of assignments and exams following an existing rubric
  - Responding to student questions on the course material

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)**