Kevin Liu

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Portfolio
https://drive.google.com/file/d/1Ur9hYMSm4DQDtjNd0ZNMauc6XdET-LCS/view?usp=sharing

About Me

A versatile UX/UI designer with a rich interdisciplinary background spanning landscape design, product interaction, programming, and various digital development areas. Proficient in logical thinking and user - centered research, I focus on integrating data - driven insights with emotional user experiences. I have hands - on experience in both large - scale real - world projects and independent digital design, bringing a well - rounded perspective to any design challenge.

Technical Skills

Coding

| Java | Python | SQL |

UI/UX

| Figma | Illustrator | Photoshop |

Modeling and rendering

| Blender | Sketchup | Keyshot |
| Rhino | Lumion |

Substance Painter

VR Development

Unity 3D

Engineering

AutoCAD

Others

| After Effects | Premiere Pro |

3D Printing

Language

| English | TOEFL 105 |

Educational experience

The University of Sydney, Australia	Master of Computer Science

JAVA, Interaction Design, Data Structure Algorithm, Data Visualisation, Database — 2026
WAM 75% Vice Chancellor's Global Mobility Scholarship

Texas A&M University, U.S.	Exchange program — Human-Computer Interaction

VR Development, Materials and Rendering, Machine Learning — 05.2025

Central South University of Forestry and Technology, China	Bachelor of Landscape Architecture

GPA 85% (top 10%) University-level Scholarship, University-level Excellent Class Officer — 2022

Professional Experience

Lenovo (Internship) — UX Designer — 05.2025-08.2025

- AI-Powered Bespoke UI: Contributed to 0-1 project initiation, collaborating with UX researchers to design interview workflows and conducting 15 user sessions.
- Next-Gen Cross - Device Notes APP: Supported redesign efforts by analyzing 4 competitors, surveying 200+ users. Collaborated with product team to optimize PRD, increasing requirement approval rate by 30%.
- Stylus Iteration: Participated in 2nd-gen stylus research, refining methodologies with the UX team and synthesizing 30+ user feedbacks into actionable designs.

BYD (Full Time) — Landscape Architect — 07.2022-09.2023

- Led the full process (from design to client communication) of two sub-projects for Changsha Children's Park, and the projects were implemented and under construction; supported the conceptual design and modeling of three projects including headquarters design.
- Optimized the logic of key bidding materials such as T2 transit line, increasing the internal review efficiency by 30% and the scheme approval rate by 25%.
- Integrated Rhino/Lumion modeling with user needs analysis in cross-functional collaboration, and delivered 5 standardized design documents.

Experimental Projects

The Last Space Voyage — University project - VR Game development — 02-05.2025

Designed an immersive VR storytelling experience with four interactive scenes, incorporating passthrough, spatial navigation, haptic feedback, and environmental interaction. Contributed to environment design, interaction logic, and gameplay mechanics using Unity and Meta Quest 2.

Numble Park — UX/UI/Product Design — 04-12.2023

Design a scent bracelet, speaker booth, and navigation system for urban workers lacking nature perception, guiding them to immersive green spaces; use Figma for app prototypes, Keyshot for rendering, and Lumion with Photoshop for scenes.

Smake Treatment — UX/UI/MR Design — 07.2022-06.2023

Design an integrated system for phased addiction cessation (smoking, shopping, drinking) based on user research; use MR glasses and an app for environment recognition, pet reminders, and support groups; render scenes in Blender and prototype with Figma.

Honey Messenger — UX/UI Service Design — 08-12.2022

Built a honey traceability e-commerce platform using supply chain and user analysis. Designed a seller-buyer-platform model, integrated blockchain for transparency, and created the UI system with Illustrator to enhance trust in genuine honey.

Extracurricular Experience

Sydney Interplanetary Rover Initiative — UI Designer — 12.2024-04.2025

- Designed 2 interface systems for the robotics R&D team (user website + lunar rover internal detection system), created responsive UI designs with Figma.
- Weekly alignment with the development team ensured visual specs matched technical implementation, delivering 3 interactive prototype docs.

Alumni Association, Central South University of Forestry and Technology — 2019-2021

Coordinated 5 alumni networking events and 3 campus job fairs, establishing a resource platform connecting alumni enterprises with students, attracting over 200 participants.

Student Art Association — Saxophonist — 2018-2020

Performed in both ensemble and solo concerts on campus, demonstrating musical sensitivity, stage presence, and long-term dedication to the arts.