in
www.linkedin.com/in/qinlong-liu

Portfolio
https://drive.google.com/file/
d/1Ur9hYMSm4DQDtjNd0ZNMau
c6XdET-LCS/view?usp=sharing

About Me

A UX/UI designer with an interdisciplinary background in landscape design, product interaction, programming, and VR development. Skilled in logical thinking and user-centered research, focus on balancing data-driven decisions with emotional experience. Experienced in both large-scale real-world projects and independent digital design. Passionate about shaping future mobility and intelligent cockpit experiences through the fusion of design and technology.

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

Kevin Liu

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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

Employment

BYD   Landscape Architect   07.2022-09.2023
Participated in urban public projects, covering research, design, modeling, and presentations. Balanced visual design, project coordination, and client communication, with experience in both independent execution and cross-functional collaboration.
- Contributed to large-scale landscape projects via research, user analysis, visual design, and presentations.
- Independently led two sub-projects for Changsha Children's Park in the first month, from design to client communication.
- Supported HQ renovation and Hefei Racecourse projects through concept design, modeling, and documentation, ensuring consistent deliverables.
- Refined logic and aesthetics of presentation materials for key bids (e.g., T2 transit line, AI lab), enhancing clarity for internal reviews and client presentations.

Output: Led core design tasks; projects approved and some advanced to construction.

Experimental Projects

The Last Space Voyage   University project - VR Game development   02.2025-Ongoing
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/MR 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 Product 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-Ongoing
Designed two interface systems for a robotics R&D team—an external website for users and an internal inspection system for lunar rovers.
Balanced rigor and usability; refined navigation and content hierarchy.
Output: Delivered responsive UI designs in Figma; aligned design with development through weekly team meetings.

Alumni Association, Central South University of Forestry and Technology   2019-2021
Coordinated alumni events to foster communication between alumni and current students;
Reached out to alumni-founded companies to organize on-campus job fairs and career talks;
Provided event support and voluntary service to ensure smooth execution and high participant satisfaction.

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.