Clement Liu

UI/UX DESIGNER

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Passionate, self-driven, collaborative designer skilled at developing seamless product experiences by speaking both languages from users and developers and simplifying the complex. Proven expertise with over 3 years in all aspects of product design leads to creating tech solutions by employing design-thinking into cutting edge technology products and transforming concepts into user-centered workflows and intuitive user experiences.

EXPERIENCE

Canary (Healthcare)
UX/UI Designer | *03/2020 –– present*

Cooperated closely with the Product Manager and the Harvard medical lab to design the COVID test kit product experience.

- Designed the test kit flow, manual, and packaging and build a high-impact website to drive engagement and brand awareness, in line with project scope (defining problems and designing practical solutions).
- Worked as a generalist who spans many design disciplines: information architecture, prototyping, branding, and visual design.

FREELANCER
UX/UI Designer | *06/2018 –– present*

Collaborate with product owners to develop effective solutions and requirements on improving the flow and visual direction and adhering to the needs of the business. Clients include SparkOne, Engtank, Detour, Zoplenti, etc..

- Conducted user research, competitor research, and prototype with engineers to develop potential solutions integrated their navigation technology into usage scenarios that visualize clients' value.
- Designed and developed interactive, cutting-edge websites using WordPress, HTML, CSS, and JavaScript.

MUSE (Education)
Visual Designer | *06/2018 –– 10/2018*

Launched marketing campaigns that successfully served over 3,000 audiences.

- Designed and produced marketing collaterals, following MUSE branding standards, such as posters, brochures, and digital mediums (WeChat).
- Received positive follower feedback, increased brand visibility and drove a high visitor conversion rate(70%) to the MUSE community.

Moma Design Limited
Design Intern | *01/2016 –– 05/2016*

Conducted design research for the design team to develop design proposals for VR headsets. Communicated details with the prototyping factory to maintain the product quality.

SKILLS

Design
Cross-disciplinary expertise
Design thinking
User research
Rapid prototype
Graphic and branding design

Tools
Figma, Sketch
Adobe Illustrator
Adobe After Effects
Adobe Lightroom

Programming
JavaScript, HTML & CSS
React.js, Processing,
C++, Unity3D

EDUCATION

California College of the Arts U.S.
MFA Design
| *2016 – 2019*

ECUST China
BA Industrial Design
| *2012 – 2016*

Udemy
React JS bootcamps
| *2020*