Clement Liu

UI/UX DESIGNER

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

EXPERIENCE

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

Collaborate with Harvard medical lab to redesign branding assets, and build a high-impact website to drive engagement and brand awareness.

- Worked as a generalist who spans many design disciplines: information architecture, prototyping, ideation, interaction design, and visual design.
- Cooperated closely with the Product Manager and the researcher team to steer the COVID testing project to completion, in line with project scope (defining problems and designing practical solutions).

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

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

- Designed and produced marketing collateral, which follows 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..

FREELANCER
UI Designer / Front-end Developer
| *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.

- Conducted user research, competitor research, and prototype with engineers to develop potential solutions integrated their navigation technology into usage scenarios that visualize clients' value.
- Created and developed an interactive, cutting-edge website (art gallery) using HTML, CSS, and JavaScript.

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

Worked closely with the Product Manager and the engineering team to ideate, conceptualize, and propose design concepts to clients. 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*