

Mochen Liu

Product & UX Designer

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Tools

Figma

Sketch / Invision

Principle

Photoshop

Axure RP

Balsamiq

Skills

Sketching

Wireframing

Prototyping

Design System

Usability Testing

Persona

Affinity Diagrams

Storyboarding

Responsive Design

Education

Indiana University Bloomington

M.S. Human Computer Interaction / Design

08/2014 - 05/2016

Beijing University of Technology

B.Eng in Software Engineering

09/2007 - 07/2011



Experience

Coupa Senior UX designer

Jun. 2020 - Present

Lead design in Coupa's expenses team, and bring in simple and easy design and delightful experience to our enterprise products.

- Collaborating closely with product managers, engineers, and designers to plan and design feature releases.
- Working with our UX researcher to plan, research, validate, and test our concepts and designs with our users.
- Participating in developing and evolving our design system. Includes improving existing components, and adding new ones.
- Improving our product process with our product managers, engineers, and designers to be more efficient, more design oriented, and more data driven.
- Designing stylish illustrations to provide a more delightful experience for our product.

GuideSpark Product designer

Nov. 2016 - Jan. 2020

Designed a web-based software platform that enables enterprise companies to create communication journeys to drive employee adoption and alignment.

- Collaborate closely with engineers and product managers to plan, research, workflows, and execute feature releases, and ensure high-quality implementation.
- Rapidly ideate and validate designs through sketches, wireframes, prototypes and usability testings.
- Deliver high-fidelity visual design, interaction design, and motion designs in an agile framework.
- Proactively collect feedback from end-users and stakeholders, iterate and explore different approaches to improving user experience.
- Explore, iterate, and establish illustration style.
- Take lead on building a design system and components, in close collaboration with other designers and engineers.

Happy Elements Product designer

Dec. 2010 - Jul. 2012

Involved in designing two Flash-based games on multiple platforms. Analyzed user data to find insights to boost business income and reach our roadmap goals.

- Collaborated with engineers, product managers, game designers and visual designers in a small team to create a new game: Bubble cat.
- Established style guides for UI. Sketched concepts, built wireframes and prototypes.
- Participated in game design including seasonal events, new features, level design, and core function design.
- Facilitated sprint planning meetings with cross-functional team.
- Analyzed user data to improve future game events and feature design.

eDaoyou Product designer

Jan. 2013 - Mar. 2014

Designed the mobile application for our start-up project: DropBeacon. Used iBeacon technology to deliver useful information for stores to boost sales.

- Designed our responsive marketing website.
- Worked on front-end development for the website using HTML, CSS, and jQuery.
- Built wireframes and prototypes for our mobile app on iOS platform.
- Collaborated closely with visual designers and engineers to ensure high-quality user experience.