

Fuxin Liu

UI/UX Designer, Game Designer

Hi, I am a candidate studying in MFA Design and Technology at Parson School of Design. As a UI/UX designer, I am very familiar with different User-Centered Design methods and very interested in user research. Besides, I am also a game designer and have some experience of AR/VR design, motion capture, handcrafting, and physical computing. I have a wealth of projects and competition experience.

PROFESSIONAL EXPERIENCE

- | | |
|-------------|--|
| 2017 - 2018 | HMI DESIGN FOR ELECTRIC VEHICLES FOR 2025
COOPERATION WITH SAIC MOTOR

Working as a user experience researcher and prototyping designer on the team
Made a self-organizing interactive system based on Atomic Design theory
Responsible for user data collection and analyze
Making low-fidelity prototyping with Sketch and Principle |
| 2019 - 2019 | DESIGN FOR FUTURE SCHOOL HRI IN VR ENVIRONMENT
MO-CAP FOR VR & AR

Responsible for motion capture, VR environment design, human-robot interaction design, etc.
Full body motion capture using the OptiTrack system
Designing future school scenarios in a VR environment with Unity3D and Maya
VR test using SteamVR, HTC VIVE |
| 2017 - 2018 | DESIGN FOR LIVER CANCER MEDICAL DATA VISUALIZATION
COOPERATION WITH PHILIPS DESIGN

Work as a user experience designer in the project
Co-design with doctors and programmers in the project
Responsible for data collection, analysis, and integration
Collaborative design for data visualization using Figma |
| 2017 - 2017 | LOCALIZATION DESIGN OF SHARED PARKING IN SHANGHAI
OPEN DESIGN

Working as a product manager in the project
Conducting on-site visits to local public parking lots and interviewing users
Responsible for the collection and analysis of local intelligent parking data.
Analysis of the same type of competing products
Design a user experience storyboard and integrate product design |

EDUCATION

- | | |
|-------------|--|
| 2018 - 2020 | PARSONS SCHOOL OF DESIGN
MFA, DESIGN & TECHNOLOGY |
| 2013 - 2017 | XI'AN JIAOTONG UNIVERSITY
BE, VEHICLE ENGINEERING |
| 2016 - 2016 | NATIONAL UNIVERSITY OF SINGAPORE
COMPUTER SCIENCE, SUMMER SCHOOL |

AWARDS / CERTIFICATES

- China-US Youth Maker Competition, Second Prize
- User Experience Design Competition (UXPA), shortlisted
- National College Student Mechanical Innovation Design Competition, Second Prize
- Shaanxi Province "Internet +" College Students Innovation and Entrepreneurship Competition, Bronze Award
- Utility Model Patent: A Grain Automatic Weighing and Packaging Machine
- Xi'an Jiaotong University Siyuan Scholarship
- Superior volunteer lecturer of Shaanxi History Museum



CONTACT DETAILS

Website:
fuxinliu.com

Mobile:
+1 917 (392) 6006

Email:
liuf450@newschooledu

PROFESSIONAL SKILLS

Adobe Photoshop
●●●●●●●●●●●●●●●●

Adobe Illustrator
●●●●●●●●●●●●●●●●

Adobe Premiere
●●●●●●●●●●●●●●●●

Adobe Xd
●●●●●●●●●●●●●●●●

Adobe After Effects
●●●●●●●●●●●●●●●●

Unity3D
●●●●●●●●●●●●●●●●

Maya
●●●●●●●●●●●●●●●●

Vuforia
●●●●●●●●●●●●●●●●

Sketch
●●●●●●●●●●●●●●●●

html + css
●●●●●●●●●●●●●●●●

EXPERTISE

Photography & Video Editing
●●●●●●●●●●●●●●●●

Handcrafting
●●●●●●●●●●●●●●●●

Motion Capture
●●●●●●●●●●●●●●●●

Physical Computing
●●●●●●●●●●●●●●●●

LANGUAGES

Chinese Mandarin
●●●●●●●●●●●●●●●●

English
●●●●●●●●●●●●●●●●