

Fuxin Liu

Product Designer | UI/UX Designer

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Education

- **Design & Technology** MFA, New York, USA
Parsons School of Design 2018 - 2020
GPA 3.75/4.0
- **Thermal Energy and Power Engineering**
Xi'an Jiaotong University BE, Shaanxi, China
GPA 3.2/4.0 2013 - 2017
Business Administration (Minor)

Skill Sets

- **Design Methods**
User Research, UI/UX Design, User Testing,
Prototyping, Critiques, Wireframing, Market Research
- **Design Software**
Adobe Suite (Ae, Ps, Ai, Pr, Xd, Id), Cinema 4D,
Figma, Sketch, Principle, Unity (Vuforia, Steam VR)
- **Related Skills**
Coding (Html & Css, Javascript), Illustration, Photography,
Motion Graphic, Motion Capture
- **Hardware**
Arduino Kit, HTC Vive, Google Cardboard
- **Language**
English, Mandarin (native)

Honors & Awards

- **China-US Youth Maker Competition**
Second Prize Beijing, China. 2018.08
- **Dean Scholarship** New York, USA. 2018 - 2020
- **National College Student Mechanical Innovation Design Competition**
Second Prize Shandong, China. 2016.08
- **Internet + College Student Innovation and Entrepreneurship Competition**
Third Prize Shaanxi, China. 2016.10

Experience

- **User Experience Designer** 2017.08 - 2018.08
Tongji University, Center of Digital Innovation, Shanghai, China
Project: HMI Design of Electric Vehicle
Client: Shanghai Automotive Industry Corporation
 - ◇ Conducted user research and market research on electric vehicle drivers using both quantitative and qualitative methods.
 - ◇ Led the team to create a self-organizing HMI system for electric vehicles based on atomic design theory.
 - ◇ Designed visual guideline for user interface with Figma and Principle.**Project: Data Visualization System for Liver Cancer Treatment**
Client: Philips Design
 - ◇ Communicated closely with surgeons, engineers, and other designers in the group to clarify the user needs and define the project objective.
 - ◇ Analyzed and utilized the JSON data from the semantic markup to build the front-end components and the user flow.
 - ◇ Designed and prototyped a desktop data visualization system and tested it with actual users.**Project: Smart Garment Design**
Client: Zishi Smart Garment
 - ◇ Through user research, formulated a mobile user interactive solution for stroke patients' rehabilitation.
 - ◇ Delivered a working user interaction system. In cooperation with engineers tested the system with users and experts.
- **Web Designer** 2020.05 - 2020.11
USW00.COM New York, USA
Redesigned the company's website using WordPress:
 - ◇ Did a thorough user research, worked with the project manager, data scientists and back-end engineers to understand business requirements.
 - ◇ Organized the information structure of the website.
 - ◇ Added the VR Showing feature to the website to benefit the users during the pandemic.
 - ◇ Optimized visual and interactive design. Increase the number of visits and interactions on the updated website.
 - ◇ Redesigned the CRM system for the company to improve work efficiency.
- **Motion Graphic Designer (Intern)** 2019.12 - 2020.01
Beijing Media Network (Kaku Kids Channel), Beijing, China
Cooperate with video producer, editor, publicity and distribution to design program related motion graphics.