

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

2017 - 2018

TONGJI UNIVERSITY MFA, INTERACTION DESIGN

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



CONTACT DETAILS

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PROFESSIONAL SKILLS

Adobe Photoshop



Adobe Illustrator



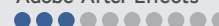
Adobe Premiere



Adobe Xd



Adobe After Effects



Unity3D



Maya



Vuforia



Sketch



html + css



EXPERTISE

Photography & Video Editing



Handcrafting



Motion Capture



Physical Computing



LANGUAGES

Chinese Mandarin



English

