

Maggie Liu

Product Designer

Portfolio: www.maggie-liu.com

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Education

Simon Fraser University

Interactive Arts & Technology Bachelor of Arts in Design

09.2014 - 04.2020

Minor in Print and Digital Publishing

05.2018 - 04.2020

Skills

Design

User Flows
Personas
Wireframing
Interface Design
Interaction Design
Layout Design
Print Design
Visual Design
Rapid Prototyping

Qualitative Research

Technical

Sketch
Figma
Adobe
Marvel
InVision
Principle
Wordpress
Tabbleau

Interests

HTML/CSS

Snowboarding

Biking
Hiking
Vinyls
Museums
Coffee
Architecture
Photography

Experiences

Freelance

UX/UI Designer

Remote

01.2021 - present

I provide ux analysis, persona creation, site map, wireframes, and final designs to multiple small businesses' digital products, to solve user needs and reach business goals.

Artie

Remote

Product Designer

10.2020 - present

Artie is a location-based AR deal finder. As the sole designer at an early-stage startup, I lead the end-to-end design of the mobile and web app. I developed the design system and visual direction from the ground up. Working closely with the CEO, CTO, and developers to achieve company goals with design decisions.

MediaMonks

User Experience Design Intern

Amsterdam, NL 09.2018 - 04.2019 I worked on projects ranging from e-commerce platforms to innovative campaigns. I worked with world-class clients, senior designers, producers, developers, and PMs. I explored creative solutions, created experience flows, wireframes, and prototypes.

Enactus SFU Media Minds

Graphic Designer

Vancouver, BC 06.2016 - 05.2017 I designed all the print and digital material within given theme constraints. I also photographed workshop and event activities to be kept as records and used as promotional material.

Kingsway Medical Clinic

Medical Office Assistant (MOA)

Vancouver, BC 05.2016 - 08.2018 05.2019 - present I assisted doctors to ensure optimal patient care and smooth daily clinic operations. I communicated with patients verbally and written in English, Mandarin, and Cantonese, in an often fast-paced environment.

Awards / Recognition

FWA of the Day

PUMA: Run My Way

04.09.2019

A pop-up pavilion with a customizable interactive running experience. I was responsible for exploring motion gestures, and designing the complete user journey of the different states and screens of the customization experience.

Design Mentor

Seattle Design Charette

03.2018

Guided a team of six 2nd year spatial design students through a weekend-long urban planning field study in Seattle, and through to the end of the semester.