

## Carlos Liu

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## Experience

### Oneteam Chief Design Officer

2017.08-2019.01 / Tokyo, Japan

Architected concepts, products, branding, and marketing for "Oneteam".  
Worked collaboratively with cross division (CS/Dev/Market) to provide the whole product experience to users.

### Oneteam UI Designer

2016.04-2017.07 / Tokyo, Japan

Delivered wireframes, designs, and prototypes for the product "Oneteam" web app and mobile (iOS/Android) apps. Worked collaboratively with the engineer team to provide the better user experience to users.

### Graphr Co-Founder & Creative Director

2015 / Taipei, Taiwan

Responsible for concepts, wireframes, and design for the product "Graphr".  
Implemented the marketing pitch and business plan for seed funding to prove the business model is viable.

### Akaibaito UI Designer

2015 / Taipei, Taiwan

Delivered prototype, wireframes and UI designs for 2 games "Hyakkiden", "Yakisakanyan". Worked with engineers and graphic artists to bring the game to market on iOS/Android.

### WOOMOO Lead Designer

2013-2014 / San Francisco, CA, US

Fully responsive for concepts, wireframes, designs, and prototype for the web app and mobile (iOS/Android/Windows) apps for the product "POP (Prototyping On Paper)". Worked collaboratively with the engineering team to provide the better prototyping experience to the users.

## Skills

User Research	User Interface	Adobe Suite
User Testing	User Experience	Figma
Wireframing	Video Editing	InVision
Prototyping	HTML & CSS	ProtoPie

## Education

### University of Kang Ning

2005-2010 / Associate Degree, Dept. of Media Art

### Fu-Hsin Trade & Arts School

2000-2003 / Dept. of Advertisement