

# Yuki Liao

Product Designer

[www.yuliao.design](http://www.yuliao.design)

yuliaoux@gmail.com

412-251-1027

## Education

### Carnegie Mellon University

MS, Human-Computer Interaction Institute

Aug 2022 | GPA: 3.93/4.0

Merit Scholarship Recipient

### Zhejiang University

BE, Digital Media Technology

Jun 2021 | Maj. GPA: 4.0/4.0

Outstanding Graduates

## Skills

### Design

Interaction Design

Visual Design

Storyboarding

Wireframing

User Flows

Style Guides

Prototyping

Data Visualization

Information Architecture

Game Design

AR/VR

### Code

HTML/CSS

JavaScript

Vue.js

Python

C#/C/C++

SQL

PHP

### Research

Contextual Inquiry

Interviews

Think Aloud

Journey Mapping

Affinity Mapping

Speed Dating

Competitive Analysis

Usability Testing

### Tools

Figma

Sketch

Adobe XD

Adobe Creative Suite

InVision

Axure

Unity3D

GitHub

## Experience

### City of Bridges High School x CMU UX Design Lead

Sep - Dec 2021 | Pittsburgh, PA

- Created a multi-sided platform to streamline internship planning, well-received among students and teachers and invited to present for *MTC*.
- Facilitated 3 rounds of user research, storyboard speed datings, and a poster session in communication with a wide range of stakeholders.
- Organized bi-weekly meetings for a cross-disciplinary team to foster data synthesis, brainstorming, design critique, and prototyping.

### Alibaba UX Design Summer Intern

Jun - Jul 2021 | Hangzhou, China

- Delivered a customer-side redesign to reduce order cancellation for a food delivery platform, improved the efficiency of order replenishment by 44%.
- Instilled insights from current data, cognitive walkthroughs, and competitive analysis into design strategies, presented them to the design team.
- Communicated with other sides' PMs and designers to ensure feasibility from all the stakeholders' perspectives.

### Escape UX Designer

Jul - Nov 2020 | Remote

- Devised a multi-platform product that provides music fans with an immersive online concert experience.
- Interviewed 10+ fans, synthesized data through persona & journey map.
- Prototyped and iterated through 2 rounds of usability testing.

### PillPal Product Design Lead

Apr - Jun 2020 | Hangzhou, China

- Led a team in an end-to-end research/design process to put forth a smart pillbox solution that helps depressed patients through gamification into a hardware prototype based on MicroPython.
- Designed user flows and UIs, modeled 3D physical product for prototyping.

### ZJU Interactive Data Group Research Assistant

Nov 2019 - Mar 2020 | Hangzhou, China

- Conducted a user study on cognitive difficulty of 45 visualizations — interviewed 25 students and performed quantitative & qualitative analysis.
- Developed a website to evaluate users' performance in 3 perception tasks.
- Published a full paper to *Journal of Visualization* (2021).

### NUS Summer Workshop Game Design & Development Lead

Jul 2019 | National University of Singapore, Singapore

- Led a team of 4 to design and develop a VR game based on Oculus Rift S and Unity3D within 2 weeks, won 3rd place in popularity among 35.

### QSC Studio Graphic & UX Designer

Sep 2017 - May 2019 | Hangzhou, China

- Worked in a cross-functional team to design and launch an assignment management function for an all-in-one productivity app for ZJU students.
- Mentored junior designers with visual design principles.