

Xiangqi Liu
Actively seeking full-time
product design opportunities

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| Education | 2018–2020 | Georgia Institute of Technology M.S. Digital Media (GPA 3.90) |
| | 2013–2017 | City University of Hong Kong B.A. Media & Communication, minor in Computer Science (GPA 3.87) |
| | 2016 | Carnegie Mellon University Visiting student in Design |
| | 2016 | Boston University Summer school in Communication |
| Work | BACKED 2020 | Contract UX Designer Researched and devised design system from scratch |
| | Marqeta 2020 | Product design intern Designed an end-to-end fintech experience for both consumer- and enterprise-facing products from scratch Used user research insights to lead product vision discussions Designed and iterated on data visualization components that can be scaled with the existing design system Hosted user flow workshops to align engineering, design, and product teams Produced 30+ iterations on multiple products to accommodate evolving engineering and product requirements |
| | Frog 2019 | Interaction design intern Designed and delivered a fully-interactive prototype for core and enterprise features of UnionPay Wallet, the company's mobile payment app with 300 million daily active users App Store rating of UnionPay Wallet rose from 3.1 to 4.4 after design improvements were shipped Iconography updates and code review for design system components User research and design concepts for Maybelline New York's in-store interactive installations across different display devices, leading to 7% sales increase Voice interactions for a personal financial assistant app by SPD Bank |
| | Markasia 2017 | Web & UI designer Redesigned information architecture and developed company official website from scratch Held stakeholder workshops & interviews to inform and communicate design decisions Led marketing research and revised company product catalog |
| | City University of Hong Kong 2015 | Web & graphic designer Web design and development for various student exchange programs Regularly produced logos & posters for campus student activities |
| Project | 2018 | Visualizing match data from the FIFA World Cup |
| Skills | Interactive Graphic & motion Programming User research | Figma · Sketch · Adobe XD · Principle · Axure Photoshop · Illustrator · InDesign · Premiere · After Effects Python · Swift · d3 · C++ · HTML/CSS/JS · Unity · Processing & p5.js Affinity diagrams · Contextual inquiry · Storyboards · Persona |