

# JAY LIU

## EXPERIENCE

### Senior UX Designer

Seegrid *Industrial Automation Scale-up*

Sep 2021–Jul 2022

Pittsburgh, PA (Remote)

- Played major role in **researching and conceptualizing a product vision** across multiple form factors, including VR and AR.
- **Crafted a governance process** for designers and developers to **leverage and grow a design system**.
- **Led an end-to-end design effort** on a tablet-based kiosk application.

### Senior HCI Engineer

Draper Laboratory *Not-for-profit R&D*

Nov 2015–Aug 2021

Cambridge, MA

- **Conceptualized and designed end-to-end over 5 novel software applications** from the ground up and **re-designed 2 software applications** starting from generative user research through software development. Application categories included hardware and sensor integration, planning, map-based data visualization. Platforms included Hololens AR, Android mobile, and web.
- **Filled a technical capability gap** by proactively designing and building a Sketch plug-in that could create click-through prototypes and gather user feedback without relying on Internet connectivity, empowering other designers and benefitting dozens of projects.
- **Gave talks, led workshops, classes** for ideation, design evaluation, and skill development (i.e., microinteractions, interaction design).
- **Designed and built an internal portfolio** describing my group's capabilities and services, informed by feed back from my group.

### Product Designer Consultant

Bridge for Billions *Social impact startup*

Jan 2015–Nov 2015

Pittsburgh, PA

- Re-designed a platform to support collaborative idea exploration.
- Built and iterated on interactive, data-backed prototypes.
- Established design guidelines for future work.

### UX Designer & Developer

Saxton Horne Communications *Advertising agency*

Jan 2014–Aug 2014

Salt Lake City, UT

- Designed information architecture, wireframes, and interactive prototypes for several client websites.
- Developed front-end website.

### UX Developer

Kinpoint, Inc. *Social network startup*

Oct 2013–Aug 2014

Provo, UT

- Designed and constructed narrative prototype which contributed to defining product vision, unifying stakeholders and team efforts, and communicating to prospective investors.

### Sr. Software Engineer

Motorola Solutions, Inc. *Fortune 500*

2007 (intern) & 2008–2013

Salt Lake City, UT

- Proactively conceptualized, designed, and built a tool for data simulation that "proved to be invaluable" for diagnosing performance, discovering bugs, and demonstrating features.

## EDUCATION

### Human-Computer Interaction, M.S.

Carnegie Mellon University 2015

### Computer Science, B.S.

**Business Management**, Minor

Brigham Young University 2008

## SKILLS

### Interaction Design

User Flows  
Information Architecture  
Wireframing  
Low- to High-Fidelity Prototyping  
Animation  
Microinteractions

### 2D Design Tools

Figma, Sketch  
Miro, Confluence

### AR/VR

3D Interaction Design  
Unity  
Blender

### Human-centered Research

Research Planning  
Usability Testing  
Contextual Inquiry  
Design Probes  
Survey Design

### Communication

Sketching & Drawing  
Diagramming  
Storyboarding  
Design Specifications  
Video Scripting, Production, Editing  
Photography  
Print Design  
Communication Design  
Geospatial Data Visualization

### Software Development

React, Javascript, HTML, SVG, C#,  
Markdown, Git, Jira

### Language

Mandarin Chinese