

Eric Liu

UX/UI Designer

Objective

Passionate designer looking to collaborate from end to end with cross-functional teams, to deliver innovative products and services that empowers users. Currently looking for opportunities in Vancouver, BC area, or west coast in the US.

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Burnaby, BC

V5H 3C9

Skills

Wireframing

Prototyping

Adobe Creative Suite

Sketch / InVision / Figma

Design Leadership

HTML/CSS

Usability testing

User interview

Selected Work Experiences

Junior Product Designer | Clio

January 2019 - August 2019 (7 month)

- Conduct user research interviews based on discovery research plan, for billing experience in legal practice management web application
- Write research findings summary from affinity map analysis and research notes, to communicate findings with team
- Identify user pain points from in-app intercept surveys, and prioritize problem spaces with product manager and product design lead
- Write user interview script based on research plan and research questions
- Create UI mock-ups for user testing in Figma
- Iterate and test MVP design based on user interview feedback
- Write JIRA tickets to specify design intent for development
- QA dev implementation for compliance with design intent

UX/UI Designer | Nokia (IP/Optical Network)

June 2015 - December 2018 (3 years, 7 month)

- Create user flows, wireframes, prototypes, design specs, and high fidelity mock-ups for web apps and UI components for enterprise computer networking softwares
- Create interaction design, visual design, animation for web framework components using Adobe Illustrator, Photoshop, After Effect, and Sketch during user centred design process

(continued from UX/UI Designer | Nokia)

- Deliver iterative visual and interaction design specifications to GUI developers
- Develop, evangelize, and enforce UX, interaction, and usability guidelines, as well as styleguides
- Design charts and dashboards workflows, as well as content and design guidelines, for D3, C3, and Highcharts libraries
- Create information architecture, visual design, content, and coded internal design systems website to champion design culture change
- Collaborate as design leader across business units, development teams, and design team
- Define project requirements, usability problems, pain points with PLMs, UX team, and domain teams
- Contribute HTML/CSS production code, and sometimes React.js, using Git

Usability Testing Intern | GestureLogic

June 2014 - August 2014 (3 months)

- Conduct user interviews and usability testing sessions for a cycling fitness and health mobile app

Graphic Designer | MicroMetrics

October 2013 - March 2014 (6 months)

- Create wireframes, mock-ups, concept art, and graphic assets for business intelligence web-apps and website

Education

Bachelor of Industrial Design Minor in Psychology

2010-2015

Carleton University, Ottawa, ON

See full experience on [LinkedIn](#)