Lucy Xin Liu

PRODUCT DESIGNER

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> UX design master's candidate turning user research into AI product requirements and usable interfaces. Led workflow design, prototyping, and testing across startup and client projects.

EDUCATION

University of Toronto — Master of Information, User Experience Design Expected Jun 2027
GPA: 3.9 / 4.0 · User Research, Information Architecture, Interaction Design, Usability Testing

University of Toronto / Sheridan College — Honours Bachelor of Arts Sep 2021 – Jun 2025
Communication, Culture & Information Technology (CCIT) · Art & Art History

EXPERIENCE

AI Product Design Intern · Product: Geeelink May 2026 – Aug 2026
Shenzhen Zhixu Evolution Intelligent Technology Co., Ltd. · Shenzhen, China

- Interviewed 9 directors and production professionals; defined criteria for 3 end-to-end production tests. All tested projects reached final edit, validating the brief-to-delivery workflow.
- Turned research into 16 prioritized requirements; two team releases delivered 33 improvements, and the updated product helped secure external funding.
- Designed and validated a targeted video-refinement flow, replacing full-shot regeneration with selected-area edits while preserving approved footage.

Project Management Intern Jul 2024 – Sep 2024
Shenzhen Economic Daily · Shenzhen, China

- Worked with Futian and Yantian district stakeholders to turn China Hi-Tech Fair goals into pavilion themes, content zones, visual direction, and interactive concepts.
- Designed the Futian booth mark and visuals for the International Digital Energy Expo; coordinated content for 6 exhibitors and 26 low-carbon sites through launch.

SELECTED PROJECTS

iDE Education Consulting Website — UI / UX Designer Jul 2026 – Aug 2026

- Led a 3-person team to turn client goals into site structure, information architecture, content hierarchy, and responsive page frameworks.
- Owned interface and visual direction, built reusable page patterns, and iterated through client reviews; delivered an approved design package with developers and content teammates.

OurJourneyMan — Project Lead & UI Designer Jan 2026 – Apr 2026

- Designed a traceable client–artisan commission flow and reusable high-fidelity interface system covering proposals, pricing, alternatives, progress, messaging, issue reports, and approvals.
- Used findings from 6 team usability sessions to redesign alternative comparison and simplify the proposal form; all participants completed the core tasks.

SnapBudget — Project Lead & Product Designer Sep 2025 – Dec 2025

- Led a 5-person team in synthesizing 10 interviews into photo, voice, and manual expense-entry flows; owned key screens and integrated the Figma prototype.
- Used findings from 10 team usability sessions to refine guidance and confirmation flows; the final project earned 93 / 100.

SKILLS

Research & product: Interviews, usability testing, synthesis, requirements, AI workflows, prioritization
Design: Information architecture, interaction design, wireframing, prototyping, design systems
Tools: Figma, Miro, Adobe Illustrator, Photoshop, InDesign, Excel, PowerPoint, HTML/CSS
Languages: Mandarin Chinese (native); English (full professional proficiency)