

# SUIXIN LIU

INDUSTRIAL DESIGNER

UX UI DESIGNER

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## EDUCATION

### M.F.A. Industrial Design (STEM) M.A. Design Management (STEM)

GPA 3.87/4.0

Savannah College of Art and Design

Academic Scholarship 2020 -2023

2020.8 - 2023.8 (expected)

### B.F.A. Industrial Design

GPA 3.67/4.0

University of Illinois at Urbana Champaign

Dean's List 2017 - 2020

2016.8 - 2020.5

## SKILLS

### Tools

Solidworks / Rhino 3D

Keyshot / Blender

Figma / Adobe Creative Suite

### Design

Design Thinking, Design Research, User Research, Human-Centered Design, Sketching, Rapid Prototyping, Wireframing, Workshop Facilitation, Affinity Mapping, Storyboarding

### Languages

English (Fluent)

Mandarin (Native)

## AWARDS

### European Product Design Award

Winner 2022

### IDA Design Awards

Bronze Award 2022

### MOA Design and Build Competition

Honorable Mention, 2019

### Make48 Competition Season 3

Second Prize Winner, 2018

## AFFILIATIONS

### Industrial Design Society of America

2016 - Present

## EXPERIENCE

### *Savannah College of Art and Design*

#### Industrial Designer

Jan 2023 - Present

- Collaborate with School of Creative Technology to design and build a full-scale experience room intended to showcase the future shopping experience to visitors during SCADday events

#### Creative Content Coordinator

Oct 2022 - Present

- Conducted research and wrote in-depth interview questions for artists and SCAD alumni
- Interviewed visiting artists, SCAD alumni and award-winning SCAD students. Created, translated and published interview articles on SCADworks blog and SCAD's WeChat public account to expand SCAD's brand reputation within Gen-Z
- Coordinated with student influencers in Mainland China to create promoting content
- Conducted market research in Latin America and Southeast Asia for the SCAD International Marketing Department

### *Google x SCADpro Sponsored Project*

Sept 2022 - Nov 2022

#### Product Designer

- Collaborated with the Google Pixel Team to research and develop Pixel-exclusive concepts intended to transform the creative experience
- Initiated both quantitative and qualitative research, analyzed and synthesized 714 data points to 18 insights
- Guided and motivated team of 5 through concept ideation, wireframing, and prototyping
- Pitched and secured 2 of the 4 concepts selected by the Google Pixel Team for further development, from an initial pool of 7 concepts
- Conducted usability testing with 5 target users to validate the concept. Corrected and refined features to optimize the user experience
- Designed UI assets and finalized Hi-Fi prototype
- Designed storytelling, created a concept pitch deck, and directed a storytelling video, ultimately resulting in the successful pitch to the Google Pixel Team and VPs

### *MYKU x SCAD Collaborative Project*

Mar 2022 - May 2022

#### Creative Consultant

- Held 1 interview and 4 creative workshops with MYKU stakeholders to diagnose brand challenges and opportunities
- Conducted and analyzed market research to identify whitespace opportunity and direction of improvements
- Evaluated and finalized improvement promotion strategy for MYKU to attract Gen Z
- Redesigned stone introduction website to enhance brand storytelling