

Xiaoye Liu

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UI/UX Designer
Interaction Design

EXPERIENCE

Tencent

UX Designer Intern

Apr 2025 - Sep 2025

- Designed end-to-end UX for Game Editor, from lo-fi prototypes to hi-fi specs and engineering handoff documentation.
- Integrated AI features (task generation, evaluation flows, feedback patterns) into the editor experience.
- Structured FPS/RPG 3C experiences and built evaluation dashboards to visualize gameplay tuning results.
- Designed interaction flows for event platforms and a companion-style AI character experience.

Wildlink - Ecological Interactive Tool

UX Designer | Collaboration with Arroyo & Foothills Conservancy (AFC)

Dec 2024 - Dec 2024

- Designed core game mechanics and interactions to embed ecological and wildlife knowledge aiming for Los Angeles County users.
- Used real local wildlife data to create visualizations clarifying habitat and corridor issues.
- Project recognized by AFC and publicly showcased at Union Station for community outreach.

24 Hour Home Care — Sponsor Studio Project

UX Designer | ArtCenter College of Design Sponsored Studio

Jan 2026 - Present

- Designed a Salesforce-integrated family portal to manage authorized home care services for families and guardians.
- Led research synthesis, IA, and team alignment across the project.
- Continuing Conducting user testing with families and care coordinators to validate usability.

EDUCATION

ArtCenter College of Design

Bachelor of Science, Interaction Design | GPA: 3.91 | Dean's List

Sep 2022 - May 2026

California Institute of Technology

Visiting Student, Computer Science

Sep 2025 - Dec 2025

SKILLS

Design Tools: Figma, ProtoPie, Illustrator, InDesign, Photoshop, Rhino, Unity

Development: HTML, CSS, JavaScript

UX Knowledge: User Research, Persona Development, User Journey Mapping, Interaction Pattern Analysis, Information Architecture, HMI Design, Typography, Color Theory, Visual Hierarchy

Languages: Chinese (Native), English (Fluent)