Clément Liu

UX Designer

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EXPERIENCE

Electronic Arts | skate.

UX Designer II | Aug 2022 - Present | Remote, New York City Metro Area

- Owned UX design and delivery for **9 shipped features** in skate., a game that reached **23M+ players**, spanning creative tools, social interaction, progression, and rewards.
- Led UX for an in-game video editor across 3 releases over 9 months, simplifying complex camera controls and delivering a keyframe update that contributed to **2x growth in the editor's daily participation rate.**
- Set the interaction direction for a 3D creation tool used by **24% of daily active players**, building three playable prototypes to resolve usability trade-offs and carry research findings into launch.
- **Secured roadmap approval** for an initiative addressing barriers to social connection, using a narrated problem demonstration to align stakeholders, then led UX through launch across 150-player servers.
- Established guidelines for signage, visual feedback, and content structure, enabling a **12-person team** to implement content for **250+ interactive activities** independently.

NASA | SUITS Competition

UX Designer | Sep 2021 - Jun 2022 | Ann Arbor, MI

- Translated astronaut and EVA expert research into **4 AR features for navigation and emergencies**, prioritizing autonomy, accessibility, and environmental awareness.
- Prioritized voice input for a HoloLens 2 interface, **enabling hands-free interaction** where spacesuit gloves constrained gesture controls.
- Advanced spatial interfaces from early concepts to **functional mixed-reality prototypes** within a 14-person team, presenting the experience to NASA and Microsoft representatives at Johnson Space Center.

EDUCATION

University of Michigan | 2022 | Ann Arbor, MI

Master of Science in Human-Computer Interaction

Northeastern University | 2020 | Boston, MA

Bachelor of Science in Marketing and Interactive Media

SKILLS

Design: Interaction design, information architecture, UX writing, design systems, accessibility, augmented reality

Research and validation: User research, usability testing, comparative usability evaluation

Prototyping and tools: Figma, Adobe After Effects, Adobe Premiere Pro, Frostbite, MRTK, in-engine prototyping