

CLEMENT LIU

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EXPERIENCE

Electronic Arts, skate.

August 2022 - Present

UX Designer II
Remote, NJ

- Architected the UX framework for multiple User-Generated Content (UGC) systems on skate., collaborating with cross-functional leads to align feature vision with technical feasibility and deliver scalable tools that boosted long-tail player engagement.
- Designed and shipped a comprehensive, keyframe-based Replay Editor update, transforming complex timeline mechanics into an intuitive tool that catalyzed organic UGC creation and directly fueled a 2B+ view ecosystem for skate. content.
- Devised and scaled a foundational UX writing and telemetry framework for gameplay activities, establishing a unified design language (verbiage, signifiers, and feedback loops) that empowered game designers to build autonomously without sacrificing consistency.
- Validated complex system interactions by developing interactive, in-engine Frostbite prototypes and executing A/B tests, grounding critical design decisions in empirical qualitative research and player insights.

Collaborative Lab for Advancing Work in Space X NASA

September 2021 - June 2022

UX/AR Designer
Ann Arbor, MI

- Architected an intuitive, voice-controlled spatial interface on Microsoft HoloLens 2, intentionally pivoting away from gesture controls to bypass the technical and physical limitations of pressurized space suit gloves.
- Conducted user research and usability testing with NASA astronauts and EVA experts, designing a highly praised "always-home" navigation aid that maintained user situational awareness in featureless terrain.
- Successfully presented and demonstrated the functional prototype to NASA leadership and Microsoft directors at the Johnson Space Center, receiving direct commendation from NASA's EVA Office Manager for intuitive interaction design.
- Drove comprehensive design-to-development cycles (lo-fi to in-engine high-fi) within a 20-person team, utilizing Microsoft's Mixed Reality Toolkit (MRTK) to build accessible, mission-critical spatial layouts.

Trinet

June 2021 - August 2021

Product Designer, Intern
Dublin, CA

- Audited and mapped internal Salesforce enterprise ecosystem into a sitemap to expose structural fragmentation and ad-hoc feature creep, using the artifact to prove high user cognitive load and secure stakeholder buy-in for systemic cleanup.

Education

University of Michigan - Ann Arbor

August 2020 - May 2022

Master of Science in Human-Computer Interaction
UX Design and Research Major, GPA: 4.0/4.0

Northeastern University - Boston

September 2015 - May 2020

Bachelor of Science in Marketing and Interactive Media
Interactive Media Major, GPA: 3.77/4.0

Technical Skills

Core UX and Product Strategy: System Thinking, Design System Consistency, A/B Testing, UX Writing Frameworks

Technical and Execution: Figma, In-Engine Prototyping, Video Prototyping, Technical Specification Documentation

Cross-Discipline and Leadership: Stakeholder Management & Alignment, Complex Feature Ownership, Cross-Functional Collaboration, Cross-Pod System Standardization, De-risking Implementation