

Samson (Yushan) Liu

UIUX Designer | Frontend Engineer

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Summary

Experienced UIUX designer and front-end engineer with 5 years of expertise in creating engaging and high-performance user experiences. Proven track record in delivering innovative design solutions and robust front-end applications.

Experiences

LHP Data Analytics & IoT - UIUX Designer | Frontend Engineer

November 2022 - July 2024

- Designed and iterated prototypes and Figma mockups for complex user tasks, including IoT requests, dashboard, and logic editing.
- Conducted user interviews, task analyses and usability tests with stakeholders, refining designs based on their feedback.
- Developed scalable React/Angular web applications on AWS to support IoT investigations for clients.
- Designed and engineered advanced data visualizations and dashboards with robust filters (AST for SQL parsing/filter injection), achieving significant performance improvements (90%) and enhanced usability.
- Developed RESTful APIs with Python and FastAPI for performance improvements and ease of maintenance.

Stealth Mode YC Startup - UIUX Designer | Developer

April 2020 - November 2022

- Designed and implemented most UI components for an up-and-coming game engine (React, Redux, Electron) at a fast-paced gaming startup, ensuring a high-performance and responsive user interface.
- Conducted user research, generated iterations of Figma prototypes, and style guides for final designs.
- Proposed, designed, and implemented an innovative Visual Programming feature that increased user efficiency by up to 80%.
- Designed and implemented internal and promotional websites in React, GraphQL, and Next.js, improving SEO metrics by 50%.

Projects

Eggschange - Interaction Design

Designed a mobile app for peer-to-peer teaching. Conducted user research and interviews. Utilized personas, storyboards to help drive user flow iterations. Led the screen design process.

Spacy Language - VR Thesis

Designed and built an exhibition in VR that generates spatial experiences based on natural language input. Built with Unity 3D, C#, and exhibited in the Miller Gallery of Contemporary Arts.

Education

Carnegie Mellon University

Graduated May 2019

Bachelor of Architecture

Minor in Human-Computer Interaction

Relevant Courses:

Data Visualization

Design Human Centered Software

Introduction to Computer Systems

Web Application Development

Skills

Design

Data Visualization

Web Accessibility

User Flows

Wireframes and Mockups

(Figma, Balsamiq, WebFlow)

Responsive Web Design

Visual Design

(Photoshop, Illustrator)

Research

User Interviews

Usability Tests

Task Analysis

Persona Analysis

Programming

HTML5, CSS (SCSS, Tailwind)

JavaScript/TypeScript

(React, Redux, Angular, Svelte,

SvelteKit, D3, Node.js, Next.js,

Express, Electron...)

Server-side Rendering

SQL, GraphQL

Python (Django, FastAPI)

C, C# (Unity, ASP.NET)

AWS (EC2, S3, Lambda...)

Agile, Scrum

Git, RESTful APIs