

Connie Liu

Designer + Storyteller

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EXPERIENCE

Gray Area ★ Visual Designer

FEB '24 - PRESENT, SAN FRANCISCO CA

Creating digital and print promotional graphics and marketing campaigns for a non-profit cultural organization dedicated to the intersection of art, technology, and social good.

Palatial ★ Lead Product Designer

AUG '24 - AUG '25, SAN FRANCISCO CA

Democratizing 3D and XR creative workflows for indie developers and artists in Unreal Engine. Leading user research studies, building prototypes, and designing simple solutions to complex user problems.

Adobe ★ Experience Design Intern

MAY '23 - AUG '23, SAN FRANCISCO CA

Built equity and accessibility into Generative AI text-to-image tools through robust prompt builders, uplifting creatives with cognitive and intellectual disabilities.

NVIDIA ★ UX Design Intern

MAY '22 - JUL '22, SAN FRANCISCO CA

Improved learnability of critical application granting businesses a greater understanding of their customers. Worked closely with a design mentor and engineering team.

Brown HCI Lab ★ HCI Research Assistant

JAN '22 - JAN '23, PROVIDENCE RI

Conducted user studies and research developing a vector-based creative tool for SVG filters and artwork. Findings published in CHI 2023.

HerbUX Project ★ UX Designer

MAR '21 - MAR '22, PROVIDENCE RI

Led design of new search and discovery application to increase accessibility of digital herbarium plant collections. Worked closely with botanists and professors.



RESEARCH PUBLICATIONS

filtered.ink: Creating Dynamic Illustrations with SVG Filters →

Tongyu Zhou, Connie Liu, Joshua Kong Yang, Jeff Huang

In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI 2023)

EDUCATION

Brown University

B.A. in Human-Centered Design
Concentrations: Computer Science + Visual Art + Literary Arts

Rhode Island School of Design

COURSEWORK

Augmented Design-VR, Autodesk Maya, Unreal Engine, ZBrush Drawing Marathon

Academy of Art University

COURSEWORK

Graphic Design, Environment Design, Screenwriting, Illustration

DIS Copenhagen

COURSEWORK

Graphic Design, Furniture Design, Typography

SKILLS

DESIGN

Visual Design
Interface Design
Wireframing / Prototyping
Usability Testing
Illustration

TOOLS

Figma, XD, Sketch, InVision
Illustrator, Photoshop, Tiltbrush
Spark AR, Maya, ZBrush, Unreal Engine, HTML / CSS, JavaScript

INTERESTS

Metalsmithing, Stonecarving,
Bookbinding, Language Preservation

