

Xuyuan Liu

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Product Designer / AI Design Engineer — AI-assisted content creation, agentic workflows, coded prototypes, and web/mobile product systems

SUMMARY

Product designer and AI design engineer with a CS + HCI background. I design in Figma and build in HTML/CSS/JavaScript and React, using Claude, Cursor, and v0 to turn ambiguous ideas — AI content tools, end-to-end agents — into clickable prototypes that behave like real product, not static screens.

EDUCATION

Cornell University | Master of Information Science

Dec 2025

Relevant coursework: HCI, AI Innovation Lab, AI in Organization, Building LLM Applications, Visual Data Analytics for Web, Advanced Game Design

Oberlin College | Bachelor of Computer Science & East Asian Studies

Jun 2024

SKILLS

Design & Prototyping: Figma, Framer, interaction design, motion & micro-interactions, design systems, usability testing, UX research

Front-End: HTML/CSS/JavaScript, React prototypes, Tailwind/ShadCN patterns, responsive/adaptive UI, design tokens, D3.js, Git/GitHub

AI Workflow: Claude, ChatGPT, Cursor, Codex, v0, AI-assisted prototyping, LLM & agent workflows

Languages: Native Chinese; advanced English and Japanese

EXPERIENCE

Vicino.AI | Product Designer / AI Design Engineer

New York, NY (Remote) | Dec 2025 – Present

B2B multimodal AI workspace | node-based creative canvas | Pulse AI marketing agent

- Built Pulse, an end-to-end AI marketing agent spanning strategy, campaigns, content generation, scheduling, and performance — folding six scattered prototypes into one runnable React product mock in a five-week sprint (**824 commits**).
- Coded the token-driven design system across Figma and front end — **40 components**, one source of truth — and consolidated a **10,180-line** prototype monolith into a component structure teammates ship from.
- Prototyped the AI generation loop — budget/token visibility, review states, accept/edit/skip/regenerate paths — keeping a person at every release gate.
- Designed node-based creative workflows for video, image, text-agent, and 3D generation, making model behavior, prompts, inputs, and outputs easy to inspect and control.

Smarttwigs / NYMA | Product Designer

New York, NY | Dec 2025 – May 2026

Fashion resale & auction marketplace | responsive web + mobile

- Led the 0-to-1 redesign as the only designer: brand rebuilt from *νήμα* (Greek, "thread"), a **17-page brand manual** with role-based color, and **30–40 key pages** designed by hand across onboarding, auctions, listings, and account flows.
- Codified the design system into the front-end repo — layout rules, tokens, component behavior — so a two-engineer team keeps shipping consistently without a designer in the room.
- Prototyped live-bid and auction-state UI in responsive HTML/CSS, making real-time bidding, buy-now, and status transitions legible before engineering build.

Google Cloud x Cornell | PM & UX Designer

Ithaca, NY | Sep 2025 – Dec 2025

Speculative design research | Human-AI interaction | customer support workflows

- Co-led a 6-person team with Google Cloud UX/UR leads to design future AI support workflows around triage, escalation, human-AI handoff, and user agency.
- Ran 10 foundational interviews and synthesized findings into personas, affinity maps, opportunity areas, and a 4-principle Human-AI interaction framework.
- Created low-fi automation-boundary probes, mid-fi video prototypes, and an HTML high-fidelity prototype — the verdict: AI prepares the case, a human decides.

FrogHire.ai | UX Designer Intern

New York, NY | Jun 2025 – Aug 2025

B2B/B2C SaaS | AI job-management platform | Chrome extension

- Redesigned a job-management web app and Chrome extension that grew past **100K users** and maintained a **4.9/5** Chrome Web Store rating.
- Diagnosed three systemic flaws under ~100 logged issues, translating usage data, competitive IA analysis, and heuristics into prioritized fixes that shipped within startup constraints.
- Built an Atomic Design system and supported Agile handoff with UI specs, redlines, and QA.

Roper Center for Public Opinion Research | UX Designer

Ithaca, NY | Sep 2024 – Dec 2024

Digital archive platform | educational simulation | design system

- Redesigned an educational simulation platform built on **27K+ datasets** and **850K+ questions**; ran interviews, surveys, and usability testing with 30+ participants.
- Documented 20+ Nielsen heuristic issues and rebuilt progress as comprehension checkpoints — delivered as a high-fidelity prototype, UI kit, and research report.