Lucy Liu

Design Engineer · UX Research · Design + Code

Research, design, and code, shipped by one person.

PORTFOLIO
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01 EDUCATION

New York University, Tisch School of the Arts
Expected May 2029

BFA, Interactive Media Arts · Minor, Business of Entertainment, Media and Technology (NYU Stern) · Major GPA 3.93

02 EXPERIENCE

UX/UI Team Lead
Sep 2026 – Present

AStudio, NYU's student-led design studio · Client: Chance AI · New York, NY

- Lead a four-designer team on a semester-long client engagement for Chance AI, a vision-language-model startup, owning the brief, the weekly client meetings, and delivery against the founders' product roadmap.
- Scope: reposition the brand across social and design a component system for the app's new "visual skills" surface, from competitive audit and direction-setting through high-fidelity Figma components.
- Run the team's process end to end: research plan, task split, critique cadence, and design reviews with the studio's Adobe professional mentors.

Resident VJ / Visual Artist
May 2026 – Present

Studio Maison Nur · New York, NY

- Hold a weekly Thursday residency performing live audio-reactive visuals for Demon Nights, hosted by DJ Diablo.
- Built a custom TouchDesigner network projected venue-wide, recalibrating frequency and kick-detection thresholds on-site weekly so visuals track each set in real time.

Founder & Creative Director
Jun 2024 – Present

Somped (@sompednyc), Licensed Tooth Gem Studio · New York, NY

- Founded and operate a licensed cosmetic design studio; designed 80+ bespoke client looks with a referral-driven client base.
- Built the brand system, booking flow, marketing, and client management process end to end as a solo operator.

03 SELECTED PROJECTS

HabitaBull · Gym Habit App · Solo Designer & Developer, Shipped PWA
Fall 2023 – 2026

- Researched and designed a weightlifting app around the drop-off problem (71–80% quit fitness apps within 3 months): 6 competitor teardowns, 6 interviews, 3 behavioral archetypes, lo-fi flows for 4 core tasks.
- Rebuilt it in 2026 with Claude Code as an offline-first PWA (Next.js, TypeScript, Supabase): 39 components, 824 tests across 42 files, AI-assisted week setup, a progression engine that raises load on clean sets and deloads after three misses, 53 lifts with form cues.
- Designed crew sharing with no accounts or rankings (join by code) and replaced the planned leaderboard with a monthly challenge after live sessions showed ranking beginners contradicted the research.
- Ran three accessibility audits (WCAG target size, contrast, Apple HIG) and closed 12 findings; now in a live tester wave.

Driftwood · AI Ethics Game · Solo Designer & Developer · NYU IMA
Spring – Sep 2026

- Shipped a 15-minute browser game where players adopt an AI companion with a hidden flaw, notice it, name it, and write the rules that constrain it; the pets read the player's face (locally, disclosed up front) or ask how they feel.
- Built five companions, each mapped to a real failure mode (reckless advice, sycophancy, gaslighting, hallucination) that fires in one vulnerability mood; a mood-access dial (all / label / none) makes data minimization a visible trade-off.
- Ran mid-build interviews revealing the chatbot format felt clinical; rebuilt it as a full-screen pixel pet environment, improving session retention.
- Exhibited as a playable demo at the NYU Bronfman Center and IMA Spring Show 2026 to 100+ visitors; ~76% named their pet's flaw unprompted. Rebuilt Jun–Sep 2026 as an offline PWA with a kiosk mode: no account, key, or server.

`p5.js` `face-api.js` `Web Audio API` `Web Speech API` `Figma` `Interaction Design` `Usability Testing` `AI Safety` `Claude Code`

Magnet Fishing · Browser Fishing Puzzle · Art Direction & Interaction Design
2nd Place · JAMKADIUM 2026

- Placed 2nd of 20 entries with a calm fishing puzzle about untangling river clutter and rebuilding a lost town bell; interpreted the JAMKADIUM theme through my love of Roblox fishing simulators and shaped Braxton Hauw's brief into a playable game.

04 SKILLS & TOOLS

DESIGN	Figma, Adobe Creative Suite, TouchDesigner, interactive prototyping, micro-interactions, design systems, WCAG accessibility
RESEARCH	User interviews, usability testing, competitive analysis, personas, user flows, journey mapping, design critique
TECHNICAL	JavaScript, TypeScript, React, Next.js, Supabase, HTML/CSS, p5.js, Python, C++, Arduino, Git, LLM APIs
AI	Claude Code, Codex, custom agent skills, MCP connectors, scheduled agents
LANGUAGES	English (Native), Mandarin (Native)