

Ruiqi Liu

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PROFESSIONAL SUMMARY

Solid academic record, 90+ average in major subjects
Language: English-fluent; Cantonese-native; Mandarin-native; Korean-basic
Hard Skills: Figma, Wix, Cava, Adobe Series: Photoshop, Lightroom, Premiere

Current GPA: 3.79
Major GPA: 3.96

EDUCATION

UC SAN DIEGO

Double Major: Cognitive Science (Design and Interaction), Media

09/2022 – Present

PROJECTS / CASE STUDIES

2023-2024:

Hidden Quest

- A interactive way combining hide and seek elements has been designed, which aims to promote community participation, increase interest in sports activities, and enhance community cohesion and user physical fitness.

Connect Cafe

- Our platform fosters networking and job opportunities through social activities like conversations and lectures. Inspired by the American coffee negotiation model, we create a relaxed space for users to access opportunities and resources.

2022-2023:

Triton2Go Checkout Redesign

- This plan focuses on improving user experience and has made significant improvements to the ordering and waiting processes, making the entire ordering process more efficient and user-friendly with the school app.

Pin-pad in the US Redesign

- Our redesign focuses on streamlining payment processes, optimizing user interfaces, and enhancing the overall experience to address issues with card swiping machines in the U.S.

EXPERIENCE

DESIGN CO - UC SAN DIEGO

Participant

2023.09-Present

- Participated in the completion of the interface design and logical structure design, also the feasibility of implementing communication functions between the product and technical departments;
- Optimized and updated the interface based on user feedback, enhancing user-friendliness through iterative design, testing, and data analysis.

HAILUO MENTAL HEALTH CLUB - UC SAN DIEGO

Event Planning President

2023.01-Present

- Restructured the activity management process, increasing user satisfaction from 70% to 90%.Independently planned and executed 2 health-themed events, engaging an average of 200 participants.
- Independently planned and executed 2 health themed activities, with an average participation of 200 people;

RICHINFO TECHNOLOGY CO., LTD - GUANGZHOU, CHINA

Participant

2024.07-2024.08

- Collaborated on a major project, organizing user testing sessions and gathering feedback to optimize product design.
- Strengthened problem-solving skills through user-focused design strategies and improved teamwork through feedback.

CHINA MOBILE INTERNET - GUANGZHOU, CHINA

Quality Management Department Member

2024.08-2024.09

- Contributed to two key projects, focusing on UX/UI design and conducting usability tests to improve functionality.
- Mastered Photoshop by replicating 15+ web page designs, strengthening my understanding of UI design principles.

GLITTER MAGAZINE - IRVINE, CALIFORNIA

Social Media Manager

2025.01-2025.05

- Supported the creation and scheduling of social media content, ensuring consistency with brand messaging.
- Tracked engagement metrics and provided insights to optimize content strategy and audience interaction.

KING EDWARD FIRST - LOS ANGELES, CALIFORNIA

Digital Marketing Designer

2025.03-2025.08

- Designed visual assets aligned with company branding and culture for digital campaigns.
- Created marketing materials for clients to enhance product visibility and support sales growth across platforms.