

Shuchun (Quentin) Liu

Product Designer & Builder

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Product designer with a foundation in complex software UX and research at Autodesk. I now independently define, design and build web and mobile products, using AI-assisted exploration and development to turn product questions into tested, released experiences.

EXPERIENCE

Independent Product Designer & Builder

Independent mobile product practice

Apr 2026-Present · Hangzhou, China

- Own independent mobile products from zero to one: problem framing, product scope, UX/UI, AI-assisted development, validation, QA, release and iteration.
- OneSip: designed and shipped an iPhone app connecting drink logs, places and photo-sticker memories. Version 1.0 released August 22, 2026; built with Expo / React Native.
- VirtualTakeout / 你又饿了: designed and shipped the Chinese SwiftUI app, using simulated ordering to pause impulsive takeout decisions. Owned submission and review responses; English and Korean localization is in progress.

[OneSip on the App Store](#)

Filatrix - Product Designer & Builder

Historical web delivery

- Filatrix: defined, designed and built a materials-selection and ordering web product with image-based color matching and a calibrated color atlas. Historically released; handed over after leaving the collaboration.

User Experience Designer

Autodesk · ABI-BID-Revit

Jul 2023-Apr 2026 · Shanghai, China

- Led UX research and end-to-end design for Revit wall-modeling workflows, turning customer needs and complex requirements into information architecture, interfaces, mockups, prototypes and validated interactions.
- Used research and data analysis to guide decisions; contributed to Weave WPF patterns and explored contextual AI assistant interactions with product and engineering teams.
- Worked with dedicated visual designers on my projects, with their focus on brand, logo and illustration assets; my focus was UX, research, interface design and interaction.

Intern Experience Designer

Autodesk · ABI-BID-Revit

Oct 2022-Mar 2023 · Shanghai, China

- Designed and tested Revit Version History concepts through workflow analysis, mockups, prototypes and usability research, refining an information-dense side panel.

Intern Experience Designer

Autodesk · PDMS-DPM-FDA

Apr 2022-Oct 2022 · Shanghai, China

- Prototyped and tested Fusion data-access and Makersite sustainability experiences, making carbon and cost information actionable.

CAPABILITIES

UX & research. Problem framing, user research, data analysis, information architecture, interaction design, mockups, prototypes and usability testing.

AI-assisted design. Coordinate Stitch, Claude Design, Figma AI / Figma Make and GPT Image for rapid visual exploration and prototyping. Set direction, compare alternatives and refine hierarchy and interaction.

Implementation & quality. Use Codex, Claude and Cursor to develop and debug working products. Organize implementation handoffs, verify behavior, manage QA and retain responsibility for release quality.

FUTURES TRADING & MARKET ANALYSIS / PERSONAL PRACTICE

Personal intraday futures practice using ATAS X, TradeSea, TradingView and Tradovate. Work with order flow, market structure and risk constraints to practice probabilistic thinking, disciplined execution and decision review.

Topstep Trading Combine passed

LucidFlex 50K evaluation completed

EDUCATION

Hongik University. Bachelor's Degree in Communication Design - UX Track

Sep 2018-Feb 2022 · Seoul, South Korea

GPA 4.21/4.5 · Rank 7/143 · Hongik Scholarship every semester