

ERNEST LIU

Product & UI/UX Designer

PRODUCT DESIGN

- Product Definition & Execution
- UI, UX, IxD
- Rapid Prototyping
- User Testing & Research
- Agile Team Lead
- Branding & Iconography

EXPERTISE

Adobe CC

- Photoshop
- Experience Design
- Illustrator
- Lightroom

Web Design & Coding

- HTML/CSS
- Javascript
- Wordpress

Other Things

- Jira, Confluence
- Git/Subversion
- Unity 3D
- Blender 3D
- After Effects

CONTACT

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www.pixelsage.com

ABOUT ME

Hi! My name is Ernest and I'm a designer. Blending stunning visuals with smooth experiences is my speciality. I love collaborating with talented people on user-centric solutions.

Working on something that'll change the world? Let's talk!

EXPERIENCE

Wonder Workshop FEB '17 – MAR '19

Product Designer – Tackled all things related to product for the software team, with cross-collaboration between various disciplines. Oh, and a lot of technical artwork!

Sanctivision MAY '16 – NOW

CEO/Product Designer – Formed a company to work on my own projects and gain experience in product design, business, marketing, and management. Currently working with five contractors (one programmer and four artists).

Disney & Tapulous APR '09 – MAY '16

UI/UX Designer – Crafted the visuals behind the App Store hit Tap Tap Revenge. Cooperated with colleagues of various disciplines, bringing our flagship product to massive success. Continued work on Tap Tap Revenge after being acquired by Disney. Additional work includes game conceptualization, prototyping, and production.

Freelance 2007 – 2009

The Art Institute of CA - SF 2012

Bachelor of Science in Media Arts & Animation