YUTONG (BELINDA) **LIU**

AI Product UX Engineer

a former designer who now stopped waiting for handoff, bringing innovation fast, shipping AI agents and AI-native user experiences people actually use.

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WORK EXPERIENCE

Verc.ai
Palo Alto, CA
May 2026 - Present

Founding UX Engineer

- Led UX engineering across **4 AI-native product lines** for highly regulated platforms, collaborating with engineers, PMs, and clients to balance feasibility, compliance, and user needs, bringing 5 clients from pilot to production in 3 months.
- Engineered a production **conversational agent** on Vapi, iterating on 1,000+ live calls and 20,000+ monthly conversations — balancing persuasion, legal disclosures, and payment for reluctant users.
- Deployed an **AI payment workflow** that tracks consumer behavior to find what they can pay and what creditors will accept, lifting conversion from 43% to 78% with a personalized offer.
- **Independently built and shipped 90% of production UI** and a design system with 5 token categories and 20 reusable components, using **JavaScript, HTML/CSS, APIs, and AI tools**, eliminating handoff friction and accelerating design-to-release cycles from 3+ days to daily GitHub deployments.

Trademarkia
Mountain View, CA
Nov 2025 - Jan 2026

UX Engineer

- Designed and built a **node-based AI orchestrator** to automate client intake for real estate and legal professionals. Visualized prompt engineering, boosting config efficiency by 60% and increasing conversion by 35% vs. manual setups.
- Launched an agent testing sandbox for **non-technical users** to fine-tune professional tone and retrieval-augmented generation (RAG) knowledge to ensure agent consistency and evaluate responses.
- Built an automation loop from intent recognition to structured CRM entry, cutting data processing time by 70% and increasing high-value lead conversion by 25%.

RESEARCH EXPERIENCE

UC Berkeley
Course: COMPSCI 294 Human-AI Interaction
Berkeley, CA
Jan 2026 - May 2026

HCI Researcher & UX Engineer

- Framed as **Gemini Workspace Copilot**, Canvas as Prompt is a novel spatial AI interface imagining AI to infer tacit user intent beyond text prompts, imaging for multi-threaded complex tasks.
- Prototyped with Cursor, understand spatial intent like grouping, color-coding, and positioning, inform non-linear HAI interaction paradigms; ran **Wizard-of-Oz and Moderated Usability Testing** across 3 AI autonomy conditions (18 formative studies).

BMW Group
Mountain View, CA
Oct 2025 - May 2026

HCI Researcher & UX Designer

- Synthesized feedback from BMW researchers, engineers, and designers across 5+ review cycles into a multimodal HMI design system with 15 reusable interaction patterns.
- Prototyped full-scale (1:1) cabin mockups and interactive UIs for **BMW's AI Innovation Lab**, visualizing real-time AI decision-making to improve driver understanding and support calibrated trust.

EDUCATION

UC Berkeley / M.S. Human-Computer Interaction
Berkeley · Aug 2025 - Dec 2026 (exp.)

- Exploring emerging technologies to create meaningful, immersive human-centered experiences, with a focus on designing for AI.
- Recipient of the Highest Merit Scholarship.

Haas School of Business / Diploma
Berkeley · Jan 2024 - Aug 2024

- Focused on Entrepreneurship, Innovation, Leadership and Product Strategy.

ShanghaiTech University / B.Eng. Smart Design
Shanghai · Aug 2021 - Jul 2025

- Focused on AI Design, Internet of Things (IoT), and Emerging Tech.

ACHIEVEMENTS

2025 UC Berkeley Distinguished Scholarship
2025 Humane Tech AI Hackathon, 1st Place
2025 Silicon Valley MEDevice Pitch
2024 Milan Design Week Exhibitor
2024 MUSE Creative Awards, Gold Winner
2024 MUSE Design Awards, Silver Winner
2024 A' Design Award, Iron Winner
2024 Isola Design Awards, Finalist

SKILLS & TOOLS

Full-Stack Engineering | JavaScript, TypeScript, HTML/CSS, Claude Code, Cursor, Figma Make, Git Worktrees, Vercel, Python, SQL, API Integration

Design & Research | Prototyping, Figma, Adobe Suite, Design Systems, User Research, Usability Testing, A/B Testing

Agentic UX | AI Agents, Human-AI Interaction, Agentic Workflows, Conversational AI, Prompt Engineering, Human-in-the-Loop (HITL), LLM Evaluation, AI Guardrails, Model Benchmarking

Product & Strategy | Product Strategy, 0-to-1 Product Development, Roadmapping, Cross-Functional Leadership, Stakeholder Management, Trade-off Decisions, Ownership