



stephanie liu

user experience and visual designer
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Experience

Amazon • Q Developer AI Assistant UX Designer II (current)

April 2023 - Present / NYC

- Lead UX design for an AI-powered coding plugin, collaborating with PM and engineering to launch a new agentic coding experience that can run shell commands inline and write and modify code files automatically within popular IDEs, such as VS Code, Jet Brains, Visual Studio, and Eclipse
- As UX lead for the Q Extensions team, I created a shared Figma design system housing upcoming components and patterns, and managed office hours and a design review platform utilized by 25+ AWS service teams building integrated experiences with Amazon Q in 2024
- Partnered weekly with AWS's Cloudscape Design team to review, refine, and contribute new generative AI chat components and patterns for use across AWS (e.g., streaming image and code generation, progressive thought loaders, avatars, etc.)
- Enabled enterprise companies to subscribe their organizations to the Amazon Q product suite for its 2024 service launch by collaborating on a cross-organization initiative with AWS Identity
 - Worked closely with principal designers, engineers, and researchers to disambiguate a highly complex subscription onboarding process with 12 different user personas
 - Drove alignment in a series of UX-led stakeholder reviews across two organizations, presenting everything from robust user flow diagrams in FigJam to high-fidelity mocks

Amazon • CodeCatalyst DevOps Platform UX Designer

Internship May - July 2020, Full-time July 2020 - April 2023 / Seattle, Washington

- Iterated rapidly with a core team of engineers and PM to prototype an experimental AI-powered code editor driven by natural language prompts
- Spearheaded a visual re-design of CodeCatalyst's design language and worked with a senior visual designer to conduct 26 usability sessions focused on light/dark mode preferences and accessibility
- Recruited, planned, and conducted usability studies with internal and external customers on three projects using high-fidelity design prototypes
- As an intern, owned design and user research, leading a core team of engineers and product from requirements to implementation on a code search experience on a new software development platform

RIT Magic Spell Studios UI/UX Designer and Research Assistant

Feb 2019 - Dec 2020 / Rochester, New York

- Funded by a federal research grant, worked on a small design team to launch *Ex-Out* — a live mobile app, website, and open-source Figma Community aimed at countering violent extremism through social campaign building
- Redesigned software company Cortera's *Zemles* web app, improving B2B sales through vetted sales recommendations

Skills + Tools

UI/UX • Visual Design • Prototyping • User Research • Usability Testing • Illustration • 3D Modeling
Figma • Sketch • Adobe Creative Suite • UserTesting.com • Cinema4D

Education

BFA in New Media Design at Rochester Institute of Technology (RIT)

Class of 2021 • 3.7 GPA • Honors Program and Dean's List

Extra

Figma for Education Panelist 2022 • Graphic Design USA Winner 2020 • Jazz Vocalist • Hot Pot Enthusiast