

Zane Liu

Product Designer and Product Manager.

I build products that empower everyday life. Designer of emergent technologies, creating product vision and market-fit. My work includes AI and spatial computing HCI, and novel hardware.

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Experience

MultiOn

2024 – Product Designer & PM

Creating AI interfaces for agentic, action-based (LAM), and natural language digital services.

Owning the development of background and scheduled agentic experiences for web, mobile, contextual, and voice-driven applications.

Google @XL

2020 to 2023 – Product Designer & PM

Initiated and led x-functional development of real-time spatial computing (AR/VR) product R&D.

Owning 0-1 vision, design, prototyping, and user experience research (KPIs/metrics). The R+D Lab's outcomes impacted products like Google Starline, Meet AI, and Labs AR/VR.

Wayfinding with AI

Oct 2023 – Project (Prior to Ai Pin reveal)

Designed an AI wearable interface that provides precise, intuitive wayfinding by seeing what you see.

Defined user flow, visual language, gestures and conversation interface. Prototyped human computer interaction and natural language UI/UX using a pico-projector.

Goldilocks AI and AR

2020 – Master's Thesis (Awarded Distinction)

Outlined how contextual computing and AI can reduce interface complexity and information overload.

Devised frameworks for AI and augmented reality that curate interfaces and blend technology invisibly into our environment, making computing feel calm or "just right."

BMW

2019 – Product Designer (Co-Op)

Crafted projection interfaces and functional HMI prototypes that reduce friction in vehicle controls.

Collaborated with design engineers to prototype and pitch early Dynamic Interior Light (EP 3764199A1) and Multitouch (EP 3882755A1) interfaces.

Education

ArtCenter College of Design

2020 – Industrial Design, M.S.

Grad with Distinction and Department Scholar

University of California, Berkeley

2016 – Mechanical Engineering, B.S.

Cal Super Mileage Vehicle Team Lead

Skills

Product 0-1 vision roadmaps OKR + KPIs

Interaction physical + digital multi-modal voice

Software python AI/ML prototyping front-end

Research usability human factors qual + quant

2D Design figma + sketch information architecture

3D Design ptc creo 3ds max unity rhino maya