

Zhuoqi Liu

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PROFILE

Designer and developer who turns research data into interfaces people can understand and explore. I design and conduct user studies alongside my projects, including a 20-participant evaluation of my thesis, and use those findings to refine the final design. My background combines computer science with an MFA in Information Design and Data Visualization, with experience in D3.js, front-end engineering, and user research. Co-author of a paper at EMNLP 2026.

SKILLS

Visualization & Design

D3.js, SVG and Canvas, scrollytelling, information design, design systems, Figma, Adobe Creative Suite, TouchDesigner

Research & Analysis

Think-aloud protocols, Likert instrument design, semi-structured interviews, co-design workshops, thematic analysis

Programming

JavaScript (D3.js, React, Svelte), Python (Pandas, NumPy, Matplotlib), HTML/CSS, C++

Tools

Git, GitHub Actions, OpenAlex and Dimensions APIs, Notion, Slack, Google Workspace

PUBLICATIONS

Citing Less Critically: LLMs Reshape the Rhetoric and Reach of Scientific Citation
Y. Liu, L. Chen, **Z. Liu**, J. Lu, D. Murray
EMNLP 2026 (Main Conference)

EDUCATION

Northeastern University

Boston, MA • Sep 2024 — Dec 2026 • GPA: 3.93

Master of Fine Arts in Information Design and Data Visualization

Tongji University

Shanghai, China • Sep 2018 — Jul 2022 • GPA: 3.70

Bachelor of Engineering in Computer Science and Technology

SELECTED PROJECTS

Inside the Institution

Interactive Network Visualization and UX Research • Jul 2025 — May 2026

- Designed and built an interactive D3.js tool for exploring intra-university co-authorship networks.
- Hand-curated a dataset of 2,737 scholars across 162 units over three months and developed three coordinated views through four prototype iterations.
- Ran a 20-participant think-aloud study, combining 25 view-level Likert items with thematic analysis to evaluate the tool.
- Adapted research into an interactive tool, conference poster, and thesis for different audiences.

Citing Less Critically (EMNLP 2026)

Scientific Figure Design and Data Pipeline • Nov 2025 — Aug 2026

- Designed the framework figure and distance schematic for an EMNLP 2026 main-conference paper, revising the framework in response to reviewer feedback and six rounds of team review.
- Built a pipeline that resolved 132,913 citations to bibliographic records, achieving an 86.7% match rate against human-verified citations.
- Co-developed the study's three-category annotation rubric.

Barvision Song Contest

Live Broadcast Design and Playout System • May 2026 — Aug 2026

- Designed and built the visual identity, motion graphics, and keyboard-driven playout system for a community-run music competition.
- Ran the system solo across three live broadcasts, including a 26-song final with 242 cued steps and 40 judges.
- Reached 1,100+ views on the grand final replay, bringing a roughly 40-participant event to a broader audience.

Barboard: Music Community Website

Front-End Engineering and Design Systems • Apr 2026 — Present

- Designed and shipped a site for a 143-member community across 184 pages, using a CSS design-token system as the single source of truth for color, spacing, and typography.
- Maintained the site and weekly data pipeline for three months, completing 26 consecutive automated runs without manual intervention.

WORK EXPERIENCE

Research Co-op / Network Visualization Specialist

Network Science Institute • Boston, MA • Jul 2025 — May 2026

- Designed and built network visualization tools for a meta-science lab studying research collaboration, then continued part-time to complete the final prototype and NetSci 2026 poster.

Software Engineering Intern

Axis Communications • Shanghai, China • Jul 2021 — Aug 2021

- Developed embedded C++ applications for network cameras and refactored platform initialization logic, reducing system boot time by 15%.

Visual Design Intern

Shanghai Media Group • Shanghai, China • May 2020 — Aug 2020

- Designed promotional visuals for TV programming, reaching 10,000+ views per post on Weibo.