ALEX FANXUAN ZHU

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Education

Carnegie Mellon University
Master of Entertainment Technology
2023-2025
Pittsburgh, PA

ArtCenter College of Design
MFA Media Design Practices
2021-2022
Pasadena, CA

Pratt Institute
BFA Graphic Design
2017-2021
New York, NY

Skills

UX Design
UI Design
Prototyping
Visual Design
3D Modeling
3D Animation
Unity Prototyping
User Research
Journey Mapping
Wireframing
Concept Drawing

Tools

Figma
Blender
Adobe Creative Suite
Unity
Maya
Zbrush
Procreate
Substance Painter

Experience

Audi China
UX/UI Design Intern
March - June 2023   Beijing, China

- Designed interactive prototypes for car infotainment interfaces, customized for diverse driving scenarios.
- Produced user interfaces for various data visualization projects.
- Conducted competitive analysis on specific car experience features, identifying strengths and opportunities for improvement.

XREAL
UX Design Intern
May - August 2021   Beijing, China

- Collaborated with cross-functional teams to design mixed reality photo gallery app.
- Prototyped UI layouts and micro-interactions in Unity for redesigning mixed reality home screen.
- Met demands and requirements for UI assets and 3D models for Unity projects.

Capgemini
Design Intern
June - August 2019 Beijing, China

- Created icons for clients such as Mercedes Me, adjusted according to feedback.
- Designed posters for company events.

Project

Building Virtual Wrolds
3D Artist
September - December 2023

- Participating in brainstorming and concept development for short interactive experiences across different platforms, including Meta Quest 2 and Jam-O-Drum.
- Making 3D models and character animations, in collaboration with fellow artists, programmers, and producers.