

Boyi Liu UI/UX designer

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Objective

To obtain a UI/UX design internship for Summer 2019

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA Aug.2018-May. 2020
Master of Entertainment Technology

Tsinghua University, Academy of Arts and Design, Beijing, China Sep.2014-Jul.2018
Bachelor of Fine Arts Major: Interaction Design
Relevant courses: Service design, User experience design, Interactive techniques

Skills

Hand Drawing, Adobe Illustrator, Adobe Photoshop, Sketch, Autodesk Maya, Final Cut, Arduino, Processing

Experience

UI & UX Design Intern, Nebulas.io, Beijing China Dec.2017-May.2018

- Participated in graphic design of company official website
- Participated in designing interfaces of visual wallet app and learned to organize requirements documents

Co-founder, Muzipang Design, Beijing China May.2016-Jan.2018

- Made 8 one-minute motion graphics about science and education in cooperation with China Science and Technology Museum
- In charge of visual design of poster, improved visual effect for official website for Yunqi Partner
- Designed complete interface for App of B2B Store, which was launched as beta version in market for Maker Doudou Network Co.,LTD

Experience Designer / Artist, NetEase Network Co. Ltd, Hangzhou China Jul.2016-Aug.2016

- Designed a demo of intelligent tea table with students from Fudan University and NetEase staff
- Designed the interaction, finished the visual art and produced final video

Academic Projects

Building Virtual Worlds, Game designer and 2d/3d artist. ETC, Carnegie Mellon University. Sep.2018-present

- Participated in the design and creation of five virtual worlds, each completed in less than two weeks with different four-person teams
- Laid a solid foundation for game design and game art, 3D modeling by using Maya
- Learned a lot about interest curve and design game mechanics through building five games
- The game *Unfathomed Voyager* was selected to ETC Festival 2018

Designer at Human City EXPO, Dec.2017. Design School, Stanford University Dec.2017-Jan.2018

- Conducted an interactive installation "Listen to My Story" along the above theme, which was exhibited at Stanford University from Dec. 2th to 10th
- Participated in educational exchange on behalf of the program on Urban Studies at Stanford University
- Participated in the activity to discuss issues of public space and public participation regarding theme of Formal and informal public space

SRT (Student Research Training) about Intelligent Toys for Children's Education, 2015-2016
Tsinghua UNIV

- Designed a treasure-hunting game which considered the curiousness of children and combined it with an indoor location system
- Developed an experience-based curriculum about making a short static animation
- Researched on types of popular toys among children and on the ways they acquired new knowledge