

# Haiyun Wu

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## Summary

A UI/UX artist and also a humanistic designer.

## Education

Carnegie Mellon University, Entertainment Technology Center	Pittsburgh, PA
Master of Entertainment Technology	May 2022(expected)
Sichuan University	Chengdu, China
Bachelor of Engineering, Landscape Architecture	July 2020
University of Washington	Seattle, WA
Exchange Student in JSIS College	Fall 2018

## Skills

Software: Photoshop, Maya, Unity, InDesign, Adobe XD, Sketch-Up, Adobe Illustrator, Premiere, Procreate, Autodesk CAD, Perforce

UX Research: Storyboards, Testing, Rapid Prototyping, Wireframing

## Experiences

Sichuan University, Chengdu, China Spring 2019

Editor –Running Wechat Public Account

- Researched and mapped a variety of 22 parks in Chengdu and Guangzhou
- Analyzed data and categorized information, and then wrote 2 articles

HWA Design Group, Shanghai, China Summer 2018

Assistant Architect – Art and Collaboration

- Completed the drawing and modification tasks in multiple projects
- Communicated with the leading roles in construction drawing group and coordinated with scheme generation group

## Academic Projects

Building Virtual Worlds, Artist, ETC Fall 2020

- Acted as an artist collaborating with programmers and sound designers for five successfully implemented projects through prototyping, development and iteration
- Designed characters, environmental settings, UI, and game mechanics and interactions
- Worked on five-person team to build an entertainment experience in one to three weeks
- Successfully cooperated with five team members remotely under different time zones and maintained aggressive schedule until project completion

National Undergraduate Innovation and Entrepreneurship Training Program, SCU Spring 2019

- Collaborated in 5 person team to do research on the topic of Characteristics and Value of Urban Outdoor Playing Space Design for Children – taking Beijing, Shanghai, Guangzhou and Chengdu as examples
- The data and results are adopted in the paper "Design guidelines for outdoor children's playing space"