CONSTANZA TONG

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EDUCATION

Carnegie Mellon University
Master of Entertainment Technology

Aug 2021 - May 2023 | Pittsburgh, US

Related Courses | GPA 3.80/4.0
Building Virtual World
Visual Story
Applied Machine Learning

Tsinghua University
B.A. in Art and Technology (Infomation Design)

Aug 2014 - June 2020 | Beijing, China

Related Courses | Major GPA 3.93/4.0
Interaction Design (1)&(2)
Interaction Technology (1)&(2)
Information Design (1)&(2)
Web Design
Usability Engineering
Methodology of Information Design
Fundamental of Prototyping Design
Design Sociology
Design Psychology
Digital Video & Audio Design
Fundmantals: 3D
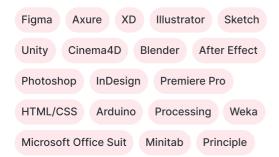Interaction Media Design
Design Management and Brand Strategy
New Media Art
Dynamic Infographics

SKILLS

Persona & Scenario	Interface Design
User Interview	Motion Graphics
A/B Test	AR/VR prototyping
Usability Test	Game Design
Quatitative Analysis	Sound Design

TOOLKITS

Figma   Axure   XD   Illustrator   Sketch

Unity   Cinema4D   Blender   After Effect

Photoshop   InDesign   Premiere Pro

HTML/CSS   Arduino   Processing   Weka

Microsoft Office Suit   Minitab   Principle

EXPERIENCE

RealAI   UX Designer / Researcher Intern
Oct 2020 - Sep 2021 | Beijing, China

• Conducted Competitive Product Analysis of Machine Learning Operation (MLOps) Platforms in the market.
• Led a group of interns to execute the experimental design, pilot experiment, and user test for over 20+ CV engineers on the thesis.
• Designed user-flow and information structure of the MLOps Platform with a product manager.
• Designed low fidelity interface, high fidelity interface, and interactive prototype of the MLOps Platform.
• Promoted an in-company thesis on the adversarial attack education system and was in charge of the system interaction design with algorithm scientists.

SenseTime   UX Designer Intern
Oct 2019 - Dec 2019 | Beijing, China

• Participated in desktop research of interaction criteria of Digital Human.
• Designing user-flow and service blueprint based on the development pipeline of implementing face recognition, TTS, STA into Digital Human.

The Future Laboratory   UX Designer / Researcher Intern
Jun 2019 - Oct 2019 | Beijing, China

• Designed the user-flow and low fidelity user interface for the Swarm Robot Group research thesis.
• Conducted user test to research the color and shape's emotional expressions effect on education robots.

PROJECTS

Inner Matter | VR Meditation with Biofeedback
VR Interaction Designer / UI designer

Semester Pitch Project | Jan 2022 - Present | Pittsburgh, US

• Curated a team of 5 students to successful pitched the project out of 7 teams to ETC faculty.
• Researched VR-related papers on mental health and meditation; Conducted field research on VR meditation application in Market.
• In charge of adapting meditation technique to VR, disign user flow, VR hand gesture system, and biofeedback interaction.
• Design, and conduct A/B test and quantitative analysis of VR demos.

SUSI | Emotion Recording Tool   Product Designer
Won CGI & Sitra TOP 8 in Junction Hackathon 2019 | Nov 2019 | Helsinki, Finland

• Led a team of five from 0 to 1 built a product demo in hackathon. Organized design process utilizing methodologies like Lean Map and Empathy Map to tackle tricky user needs of mental health field.