# MIA ZHANG
**Experience Designer   Tech-Fabricator**

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## EDUCATION

**Carnegie Mellon University**
Expected May 2021 | Pittsburgh PA
Entertainment Technology Center
Master of Entertainment Technology

Relevant Courses
Applied Fabrication Techniques for HCI
Building Virtual Worlds

**Communication University of China**
Sep 2015 — May 2019 | Beijing China
Bachelor of Art
Focus in Digital Media Design

Relevant Courses
User Interface Design
Interactive Technic Multimedia
User Experience Analysis

## SKILLS

Photoshop · After Effect · Illustrator
Sketch · Principle
HTML/CSS · Arduino · MAX/MSP
Logic Pro X · Audition
3D Printer · Laser Cut

## EXPERIENCE

**Curator Intern | Times Art Museum**
Apr 2019 — Aug 2019 | Beijing China
·Assisted layout arrangement
·Designed marketing publicity materials

**Graphic Designer Intern | More Health**
Aug 2017 — Dec 2017 | Beijing China
·Designed part of the enterprise official
web site

## ACADEMIC PROJECTS

**Tech-Fabricator | Game Jam**
Oct 2019 | Pittsburgh PA
·Developed game prototype based on Tag game for disabled
player with five-person team made up of game designer,
programmer, wheelchair user
·Build game prototype with cardboard, photo resistor, Arduino

**Sound Designer and Producer | Building Virtual World**
Aug 2019 — Dec 2019 | Pittsburgh PA
·Built original games based on VR AR Phidgets platform in
two-week sprints for five rounds
·Composed background music fitting with games
·Collaborated and communicated effectively with team of
five made up of designer, artists, programmers

## PERSONAL PROJECTS

**Concept Designer and Producer |
WDI Imaginations Design Competition Semifinalist**
Oct 2019 — Nov 2019 | Pittsburgh PA
·Designed an iconic bridge in the Pittsburgh, and created
experience based on the history and future development of
this dynamic city with five-person team
·As producer, keep project on track, scheduled team
meetings, organized team files, communicated with mentor
and organizer

**Designer and Tech-Fabricator | HUMMAL**
Apr 2018 — May 2018 | Beijing China
·Two-person team built an interactive touch-based
installation to illustrate the relation between animals
and human beings

**Solo | ifinger**
Aug 2018 — Sep 2018 | Beijing China
·A solo project, built a gesture recognition device to control
small scale appliances such as laptop, desk lamp