



yuxuan-wu.com
heiheoi99@gmail.com
315-928-0695

Skills

Media Design:

Photogrammetry
Reality Capture
Figma
Adobe Dimension
Adobe Aero
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premiere
Adobe After Effects
Adobe Lightroom

Game Design:

Maya (Model & Render)
Unity (Game Development)
Blender
Game Design Document

Coding:

JavaScript

Microsoft:

PPT, Word, Excel

Traditional Art Mediums:

Oil Painting & Acrylic Painting
Charcoal
Pencil

Other Skills:

Design Thinking
User Research
Concept Sketching

Languages

Chinese (Fluent)
English (Fluent)

Hobbies

Oil Painting, Acrylic Painting
Photography
Horror/Suspense Movie

Education

Carnegie Mellon University *August 2022 - May 2024*
• Entertainment Technology Center: Master of Entertainment Technology

Syracuse University *August 2019 - May 2022*
GPA: 3.7/4.00, Dean's List, Graduation: May 2022
• S.I. Newhouse School of Public Communications: Bachelor of Science: Major - Graphic Design
• School of Visual Performing Arts Bachelor of Arts: Minor - Computer Gaming

Experience

Website Design Intern, Four Jewels LLD *June 2022 - August 2022*
• Designed shopping websites for jewelry. coordinate with developing team to constructng code and lauch the website.
• Communicated with marketing department to construct design ideas to suit the audience needs.

Student Leader of Motion Team, Pixel & Print Workshop, Syracuse University *December 2019 - May 2022*
• Every year, we collaborate with one non-profit in Upstate Newyork to design all of their design system as a real-world project, including their websites, social media, branding system prints such as logo, T-shirt, and poster, etc.
• Communicate with the representative in the non-profits to desgin for their specific needs.
• There are 3 teams in the workshop: Print team, UI/UX team, and Motion team, each responsible for different deliveries. As the leader of Motion team, I coordinate hte task within the team and communicate with the non-profits to best realize their design needs.

Magazine Design Intern, KangDa Biochemical Testing Company *August 2020 - September 2020*
• Designed monthly magazine campaigns of the company that entails layout design, photo editing, and content editing.
• Communicated across different departments to construct design content.

Graphic Design Intern, BoCloud Software Company *March 2019 - June 2019*
• Discussed design topics and plans with members across different departments
• Designed and presented posters for company-wide activities and webpages
• Organized and wrote contents in responsible designs
• Constructed design plans and attended monthly meetings

Projects (Portfolio Website: <https://www.yuxuan-wu.com>)

Building Virtual Worlds *August 2022 - December 2022*
Game Design: A semester-long Game design group project, divided into 5 small projects.
• In each group, 2 artist, 2 programmer and a sound designer collaborate with each other to create VR games/software that suit the sepcific audience groups.

InnerCare (App Prototype) *February 2022 - May 2021*
UI/UX Design, Interface Design, Illustration Design: Senior Class Project, using Adobe XD, Adobe Illustrator
• An online therapy app that matches users to therapists as fast as getting matched to an Uber driver.
• Goal: After user researching competitors' apps, I found the pain point of current online therapy is the prolonged waiting time after booking a therapy. Using design thinking, defining, ideating, prototyping, and testing, InnerCare aims to achieve the most user-friendly experience of high-quality therapy.

The Power of Pain (Vedio Game & Game Webpage) *Octorber 2021 - December 2021*
Game Design: Game Desgin Class Project, using Unity, Maya, Adobe After Effect and Adobe Illustrator
• An independent video game designed to resemble the process of fighting against depression.
• Users play as Yolanda, using a weapon that can turn her tears into bullets to fight agianst inner monsters.
Web Design: UI/UX Class Assignment, using Adobe XD, Maya, Photoshop
• An introductory Webpage for the game, including the game concept, background story, and showroom.