

ZHAN XINRAN

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EDUCATION

Carnegie Mellon University Entertainment Technology Center(ETC)

Pittsburgh, PA

➤ Master of Entertainment Technology

May 2021

➤ Core Courses: Building Virtual Worlds, Visual Story

Beijing University of Posts and Telecommunications

Beijing, China

➤ Bachelor of Digital Media Technology

Jun 2019

➤ Core Courses: Digital Image Processing; Signals and Systems; Animation Production; Online Game Practice; Digital Video Processing; C++ Programming

SKILLS ACADEMIC PROJECTS

Building Virtual Worlds, Artist, ETC

Fall 2019

➤ Grouped in teams of programmers, artists and sound designer to build a 3D, interactive experiences in 2-3 weeks

➤ Created and designed 3D models, animation, user interface for VR, AR and PC platforms.

➤ Improved communication and cooperation skills in teamwork

Designer, Beijing Hanyi International Culture Communication Company

11/2017-11/2018

➤ Designed projects on the basis of the existing research breakthroughs and own experiences

➤ Learned the logical thinking methods required by excellent interaction designers in the whole design process from problem identification to the final solution

➤ Mastered the key notes of output information architecture diagram, flow chart, wireframe prototype, high-fidelity prototype and interactive prototype

➤ Equipped with the necessary qualities to independently conduct interactive design

PROFESSTIONAL EXPERIENCES

Interaction Design Intern, Data Platform, Lenovo (Beijing) Company Limited

08/2018-10/2018

➤ Took charge of the interaction design part of the company's big data platform including Web side and mobile app client side

➤ Cooperated with product manager to generalize the interaction design processes and the specifications involved of products and to optimize them so as to improve user experiences

RESEARCH EXPERIENCES

Representative, Artificial Intelligence Projects, Imperial College London

01/2018-02/2018

➤ Attended courses related to artificial intelligence such as Deep Machine Learning, Digital Image Processing, Computer Hardware

➤ Completed an application project of robot arm—Garbage Classification Robot

➤ Represented the team to present the final achievement and delivered several speeches

➤ Award: The Grand Champion