

Zijun Lin

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EDUCATION

Carnegie Mellon University (CMU) | America

09.2020-09.2020 (expected) | Master of Entertainment Technology Center (ETC) |

Technische Universität Braunschweig (TUB) | Germany

09.2016 - 04.2020 | Bachelor of Science, Majoring in Architecture

ACADEMIC PROJECTS

Tourist Center for Hamburg | Designer

10.2018 | TUB | Germany

· Survey on site with information collection, Research on traffic & surrounding topographic, Select materials & design for structure, 3D-Modelling of site & building

City Planning of Magdeburg | Designer

10.2017 | TUB | Germany

· Survey on site with face-to-face interview, On field mapping & history researching, 3D City modelling & building

PERSONAL PROJECTS

Two Worlds | AR Game Design | Designer

11.2019 | In a Team of Two

· Survey on city Brisbane, 3D Unity Design & Modelling, AR Effect & Interactive Game Design

Fire and Ice | VR Game Design | Designer

09.2019 | In a Team of Two

· Research on Bipolar Disease with online interview, 3D Unity Design & Modelling, VR Coding & Interactive Game Design

INTERNSHIP

SAIC Design | Prospect Interaction Design Team | Designer

09.2019-11.2019 | Shanghai

· Participate in the research of steering wheel buttons and design of steering wheel intelligent panel

Shanghai Art-Designing CO.,LTD. | Design Team | Assistant of Chief Designer

02.2019-04.2019 | Shanghai

· Participate in the design of electronic screen interface of China Eastern Airlines business department
· Participate in the interactive design of Shimao Group sales exhibition hall

SKILLS

Software Skill

Sketch Up, Rhino, Photoshop, Unity, C#, After Effects, InDesign, AutoCAD, Arduino, Lumion, Grasshopper, Illustrator, C4D, V-ray, Maya

Language Skill

English, German, Mandarin