

OBJECTIVE

I focus on combining physical devices and digital virtual technology for artistic creation. I leverage both my artistic and engineering backgrounds, and I'm looking for internship opportunities in location-based entertainment industry.

EDUCATION

Carnegie Mellon University—Entertainment Technology Center (ETC) *Pittsburgh, USA / May 2021*

- Master of Entertainment Technology

Communication University of China (CUC)—School of Animation and Digital Art *Beijing, China / June 2019*

- B.F.A in Digital Media Arts Engineering (studied for two years)
- First Scholarship—Best Graduate 06/2019 The Second Prize for Taiwan TIMES YOUNG CREATIVE AWARDS 05/2018

Tatung University Interactive Design Program@College of Design *Taipei, Taiwan / Summer 2018*

EXPERIENCE

Media Marketing Intern, Jiangxi province television station *Jiangxi, China / June - Aug 2017*

- Worked in TV and Media team. Participated in advertising procedure of TV station program at city level.
- Involved in new media content creation, interactive advertising, media distribution and visual identity.

Graphic Designer & Video Editor, BlackPigElf Film Studio *Beijing, China / July 2016 - Aug 2019*

- Edited the documentary for movie 'Princess Eun Hwa' and several movies.
- Produced special effect for 'COYOTE' trailer. Composed background music for some short videos.
- Designed publicity materials for attending VISION YOUTH AWARDS 2017.

ACADEMIC PROJECTS

Building Virtual Worlds | Producer & Sound Designer (ETC) *Pittsburgh, USA / Aug - Dec 2019*

- Rapid prototyped 5 unique interactive experiences by collaborating with Artists and Programmers.
- Platforms of games: Magic Leap, Oculus Touch, HTC Vive, Phidgets, etc.
- Focus on OST composition, sound effects/voice over/dialog recording and editing, script writing.
- Focus on interpersonal communication, coordinating team schedule and designing experience flow.

ILLUME VR Installation | Concept & Designer & Installation Engineer (CUC) *Beijing, China / Mar - May 2019*

- Combined traditional Chinese paper sculpture projection with immersive virtual reality to learn about the Mid-autumn Festival.
- Worked in pairs, tried to explore the coexistence of people in the virtual world and the real world.
- Won honor of the Best Graduation design project, got the privilege of one week's exhibition on campus.

Fancy | Designer & Programmer (CUC) *Beijing, China / Apr - May 2018*

- A motion sensing game, creating authenticity by combining dreamy things with reality to have an immersive experience.
- Designed the idea and main animation scene for the game, in charge of sensors setup (Two-person group).

PERSONAL PROJECTS

TEA@CMU | Member *Pittsburgh, USA / Sept 2019 - NOW*

- An organization at CMU for students interested in a career in the themed entertainment industry.

ChairJam | Designer & Programmer *Pittsburgh, USA / Oct 2019*

- A 3-day game jam, explored the possibilities of having wheelchairs as the medium of entertainment experiences.
- Collaborated with disability advocates as one of the student designers, using Arduino to accomplish the prototype.

Anger | Designer & Programmer *Shanghai, China / Sept - Oct 2018*

- Interactive entertaining spaces to give full vent to anger and rethink the consequence of unleashing fury in a relationship.
- Accomplished the product alone using Processing and Arduino. Exhibited in a new media art company.

SKILLS

- Research: Narrative Flow, Contextual Inquiry, Journey Map, Story Collecting, Task Flow, Persona
- Software: Adobe Ps, Ae, Ai, Pr, Au, Sketch, Zeplin, C4D, Logic Pro, Unity 3D, Arduino, MaxMSP, Processing, XCode, P4V
- Art Skills: Photography, Video, Graphic, Aftereffects, Wood Working, Lighting, Sound Design, Acting, Piano, Contemporary Dance
- Languages: English (Proficient), Chinese (Native), Cantonese & Italian (Elementary)