



AUBREY CHUHAN WU (UX Designer)

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Personal Website: <http://aubrey-wu.com/>

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC) | Pittsburgh, PA

Master of Entertainment Technology

August 2019 - May 2021

- Relevant Courses: Tool for UX Design, User-Centered Research and Evaluation, Building Virtual Worlds

University of California San Diego | La Jolla, CA

Bachelor of Arts: Double Major in Communication and Interdisciplinary Computing & Art

September 2016 - June 2019

- Relevant Courses: Computing Arts, Internet Industry, Interaction with Technology, Design Communication, Virtual Environments, Time & Process Digital Media
- GPA: 3.762/4.0; Graduate with Cum Laude Honored

PROJECT WORK

Exercising Games | Pittsburgh, PA

August 2020- Present

UIUX Designer

- Design ways of interaction and UIs for exercising games according to the platforms (bike machines, running machines, etc)
- Build stories and themes into the experience by considering the targeted audience and the training purposes
- Hands-on with the development process from prototypes, playtests, to final deliverable products

Children's Museum | Pittsburgh, PA

January 2020- May 2020

Experience Designer

- Design and develop an interactive project about e-textiles and wearable technology for our client
- Create interactive experience for children of all ages from user research and analysis, flowchart, wireframe, interaction maps, illustrations, prototypes, through fabrication
- Consider the limitation over target costumers, space, materials, and concept to come up with creative solutions
- Communicate with clients to identify needs
- Manage timeline, milestones, budget, and coordination through design, develop, and test

Building Virtual Worlds (ETC) | Pittsburgh, PA

August 2019 - December 2019

UX Designer & Audio Designer

- Created and presented five games by collaborating with artists and programmers for five rounds
- Designed for Augmented Reality, Virtual Reality, and Video Games through non-tradition input devices: Kinect, Magic Leap, Vive, Oculus, Unity 3D, etc.
- Produced pre-production plan, concept illustrations, blue sky, interaction map, level design, and audio for games
- Focused on interpersonal communication, organizing tasks; tracking timeline; estimating playtests; UIUX designing

PROFESSIONAL EXPERIENCE

Alibaba Group | Hangzhou, China

July 2020- September 2020

UX Designer Intern

- Focused on interaction design and iteration for mobile products based on the business objectives
- Worked with the product manager and developing team to launch two annual activities within Taobao.com
- Optimized gameplay, visual effects, and content display based on the actual data, and achieved the growth of product DAU, return visits, and average length of staying.

Interdisciplinary Computing & Arts (ICAM) Association | La Jolla, CA

October 2018 - June 2019

Founder & UX Designer

- Collaborated with local museums to design interactive art exhibitions; Had more than 500 visitors per day
- Worked with programmers and artists to develop creative ways of designing interactive user based experiences with projection mapping, interactive lighting, and motion detection, and got 100% positive feedback
- Designed interactive poster, flyer, and tickets of the exhibition based on the color theory to add puzzle solving into user experience in location based entertainment

Beijing Rising Technology | Beijing, China

June 2018 - September 2018

Intern - UX Designer

- Designed the user experience of 2018 Rising Technology's New Antivirus Product Press Conference and 2018 Medical Information Security Conference
- Visualized data by using R&D into graphs and illustrations to apply into the progress reports and to support business goals
- Supervised media reports and customer reviews on the new published product and used the information in UX design

SKILLS

- **UIUX:** Sketch, Figma, Miro
- **Production:** Microsoft Word, Excel, Project; Google docs, Sheet, Slides, Drive
- **Installation:** Arduino, HeavyM, Processing
- **Gaming Console:** Kinect, Leap Motion, HTC Vive, Index, Oculus, Phidget
- **3D:** Autodesk Maya, Solidworks, Unity 3D, Meshmixer
- **2D:** Adobe Softwares
- **Programming:** Java & Python/PyGame
- **Sound Production:** Ableton Live, Logic Pro, Audition, Audacity, Pro Tools
- **Live Sound Programming:** Pure Data
- **Web Design:** Wordpress, HTML