

Fu Yen Hsiao

fuyen.work | 412-609-2397 | fuyanshaw@gmail.com

Current Project: <http://www.etc.cmu.edu/projects/hindsight/>

Interaction designer, with experience in UI/UX and 3D specialization. Developed projects on VR, AR, and digital devices. Passionate about interactive product design and user experience.

Education

Carnegie Mellon University - Master of Entertainment Technology Expected May 2017

Relevant Courses: Designing Human Centered Software, Experience Design, Building Virtual Worlds

National Taiwan University - Bachelor of Science in Horticulture and Landscape Architecture June 2012

Relevant Courses: Human Behavior Introduction

Skills

2D Design Tool

Photoshop, Illustrator,
Sketch, After Effects, InDesign

3D Design Tool

Unity 3D, Maya,
Cinema 4D, ZBrush

Programming

Python, HTML/CSS
JavaScript

Relevant Experience

Hindsight, Pittsburgh, PA Spring 2017 - Present

Interaction Designer, UI/UX Designer - VR Interactive Live Action

- Working with Oculus Rift to develop an interactive live action experience with team of 6.
- Developing intuitive UI for interacting with 3D objects blended with 360° footage.
- Building storyboards to analyze details and plan the experience flow of the story.
- <http://www.etc.cmu.edu/projects/hindsight/>

Music Everywhere, Pittsburgh, PA Fall 2016

3D Interaction Designer, UI/UX Designer - AR Piano Improvisation Learning System

- Developed with team of 4 on Microsoft HoloLens to showcase how Augmented Reality can be used to teach piano improvisation.
- Designed and iterated 3D UI system for piano key overlay and course navigation.
- Modeled, rigged, and animated virtual band characters to engage and inspire guests.
- www.etc.cmu.edu/projects/music-everywhere

Give Me Your Gun, Pittsburgh, PA Spring 2016

Interaction Designer, UI/UX Designer - Mobile Interactive Theater

- Created a Twitch-like mobile interactive theater game on the topic of gun violence in America for the Games For Change Festival 2016, NYC on a team of 6.
- Designed UI of question asking / voting for the web application and tutorial animation / game UI for the projection screen.
- Built game branding materials including poster, half sheet, and promotional video.
- www.etc.cmu.edu/projects/ignite/

Roller Coaster Simulator, Pittsburgh, PA Spring 2016

3D Interaction Designer- Location Based Entertainment

- Created an immersive roller coaster simulation, built art assets, animation and environment.
- Analyzed user experience by writing persona, building prototype, and staging user's journey.
- www.fuyen.work/roller_coaster_simulator.html

Professional Experience

Pittsburgh Penguins, Pittsburgh, PA May 2016 - Dec 2016

Motion Graphic Designer

- Produced motion graphics for the jumbotron, 360° LED boards around the arena, and exterior commercial LED boards.
- Enhanced game experience by creating the exclusive motion graphic style for players and game information.
- Analyzed audience's mind set in order to produce impressive visual elements for branding.
- <http://www.fuyen.work/pittsburghs-penguins.html>

Ecoscape Formosana, Taiwan Aug 2013 - Dec 2014

Landscape Architect, Construction Supervisor

- Worked on a design team of 3 that formulated urban planning that including public park, plaza, and bicycle route.
- Analyzed user experience by conducting surveys, and holding public design hearings.
- As construction supervisor, managed worksite and contractors to ensure proper design implements and direct design strategy.