

# SIXUE CHENG

## UI/UX Designer

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### EDUCATION

#### Master of Entertainment Technology

Carnegie Mellon University  
Entertainment Technology Center (ETC)  
Pittsburgh / Expected 2020.05

#### BE in Industrial Design

Beijing University of Technology (BJUT)  
Beijing / Sep. 2014-Jul. 2018

### RELEVANT COURSES

Sustainable Design

Service Design

The Psychology of Design

Experience Design

Game Design

Building Virtual World

### SKILLS

#### Tools:

Adobe Creative Suite

(Ps, Ai, Xd, Dw, Id, Pr, Ae, Au)

Sketch, Zeplin, Principle, InVision

Unity

HTML/CSS, Arduino

Solidworks, Sketchup, CAD

Imovie, Final Cut Pro, Logic Pro

Heavy M

Microsoft Office

#### Platforms:

Mobile, Apple TV, Oculus, HTC Vive,

Leap Motion

### LANGUAGES

Mandarin

English

### ACADEMIC PROJECTS

#### ChairJam

##### UI&UX designer / ETC / Fall 2019

- Conducted research about wheelchair users and co-design
- Facilitated a game jam / hackathon experience with a cross-disciplinary group for both wheelchair-using and able-bodied participants
- Handled branding including website, fliers and social medias.

#### Building Virtual World

##### UX designer / ETC / Fall 2018

- Involved with the design and creation of 5 virtual worlds, each group lasting 1-3 weeks, in teams of 5
- Obtained high level of communication and collaboration skills
- Conducted and analyzed playtests with naive guests
- Qualified for the role of producer and assist with UI design in game

#### VR Experience inspired by EA Maxis

##### UI&UX designer / Redwood City / Spring 2019

- A semester-long project with EA Maxis as client in a team of 6
- Created an VR slime, sandbox, god game with HTC Vive for Leap Motion based on client's former work
- Did branding design, storyboarding and involved in generating ideas in game design and playtesting

#### A Study of Imperial Palace Wall Relics Park

##### Group Leader (Group of Five) / BJUT / Mar. 2017 - Apr. 2017

- Led field investigation and finished the data analysis
- Designed public woody chairs for Imperial Palace Wall Relics Park, which awarded the 2nd prize in Designing and the Favorite Design respectively for the Imperial Palace Culture Festival & Design Contest

### WORK EXPERIENCE

#### iQiyi, UI/UX Design Intern

Beijing / Jun. 2019 - Aug. 2019

- Worked in iQiyi Global team with people in multiple roles
- Researched in other related video media products and user research in southeastern Asia
- Designed UI & UX on different platforms (apple TV, Iphone and Gphone)

#### Liftoff PGH, Human-Computer Interaction Institute, Carnegie Mellon University, Research Assistant

Pittsburgh / Sep. 2019 -

- Ideated, innovated, and developed a pre-production package
- Took major part in visual design, technical prototyping in the conference experience design
- Created a conference tool for a healthcare innovation conference