


# SIXUE CHENG

UIUX Designer

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## EDUCATION

**Master of Entertainment Technology**  
Carnegie Mellon University  
Entertainment Technology Center (ETC)  
Pittsburgh / Expected May, 2020

**BE in Industrial Design**  
Beijing University of Technology (BJUT)  
Beijing / Sep. 2014-Jul. 2018

## RELEVANT COURSES

Building Virtual World

Visual Story

Sustainable Design

Service Design

The Psychology of Design

## SKILLS

|           |             |               |
|-----------|-------------|---------------|
| Photoshop | Illustrator | InDesign      |
| Sketch    | CAD         | Logic Pro     |
| Audition  | Premiere    | After Effects |
| Imovie    | Sketchup    | Solidworks    |

## VOLUNTEER ACTIVITY

**Volunteer teacher**  
Bali Island, Indonesia / Jul. 2016  
· Taught students English by planning activities

## INTEREST

Tattoo, Piano, Hip-hop music, Running, Vlog, Traveling, ASMR video

## ACADEMIC PROJECT

**Electronic Arts Maxis VR**  
UIUX designer / -Silicon Valley / Spring 2019 (In progress)

- A semester-long project with EA Maxis as client
- Be part of a team working on an unannounced game from Maxis Studios
- Generated ideas and design UI in VR experience
- Obtain experience in communication with producer, artist and programmers

**Building Virtual Worlds**  
Producer / 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, collaboration and iteration skills
- Conducted and analyzed playtests with naive guests
- Qualified for the role of producer and assist with UI design and prototyping

**Food Cooking Management System for Family**  
Group Leader (Group of Three) / BJUT / Dec. 2016- May. 2017

- Conducted research and interviews to collect information about people's eating habit nowadays
- Visited retail stores for fresh-food industry research and wrote reports based on field research and questionnaire data
- Played a key role in background research, brainstorming, and UI designing

**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

## EXPERIENCE

**Assistant in Ma Guoxin Studio**  
Beijing Institute of Architectural Design (BIAD) / Jul. 2016-Aug. 2016

- Attended training sessions and learned projects procedures
- Involved in "Shenyang Zhuozhan Shopping Mall Reconstruction" project, did background research by reading relevant documents

**Intern Designer in Children Department**  
Tsinghua University Press (TUP) / Jan. 2016

- Processed pictures with Adobe Photoshop and helped design book covers
- Handled administrative assignments: documents management, telephone communication and e-mail correspondence