SICHAO ZHU
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UI Designer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)
Master of Entertainment Technology
| Expected 2016

New York Institute of Technology
Bachelor of Fine Arts in Communication Arts
| May 2014

Nanjing University of Posts and Telecommunications
Bachelor of Science in Communication Arts
| June 2014

SKILL

Design & Art
Photoshop
Sketch
Illustrator
After Effects
Premiere
Sketching
Illustration

Programming
HTML
CSS

Language
English (Fluent)
Mandarin (Native)

Tool
Keynote
Perforce

PROJECT

Super Breathers (ETC) | Jan 2105-May 2015
UI Designer, Game Artist
- Gold Winner in Healthcare of 2015 International Serious Play Awards
- A mobile game on the platform of Android for asthma children, whose client is Allegheny Health Network
- Created art assets and designed game interface with another artist in team

Build Virtual Worlds (ETC) | Sep 2014-Dec 2014
Visual Designer, Game Artist
- Created game prototypes on the platforms of Oculus Rift, Kinect, Makey Makey, Leap Motion and PS Motion
- Designed visual interface and created art assets for game prototypes

EXPERIENCE

Shanghai Ideal Information Industry (Group) CO.,LTD
UI Designer Internship | May 2105-June 2015
- Designed visual look for home-pages of China Taiping website and Taiping Life website
- Modified visualization and designed new visual interface of Manco Logistics App

Freelance Branding Design
Designer | July 2015-August 2015
- Designed logo, business card and flyer for Tovi Textile Co.,LTD, which is a company selling textile
- Created logo for My Tennis Club, a private tennis club in Wuxi, China

Globesville.com, NYIT
Graphic Designer, Editor, Camera Man | Sep 2013-May 2014
- Worked for Globesville.com, which is a video service website for NYIT community, to produce and promote online TV shows

PERSONAL PROJECT

Tencent OS Watch Design | June 2015
UI Designer
- Designed UI for Tencent Operating System Smartwatch, an Android smartwatch Tencent launched

Global Game Jam, Pittsburgh | Jan 2015
Visual Designer, Game Artist
- Produced a game and created art assets and game interface in team of 3 within 48 hours