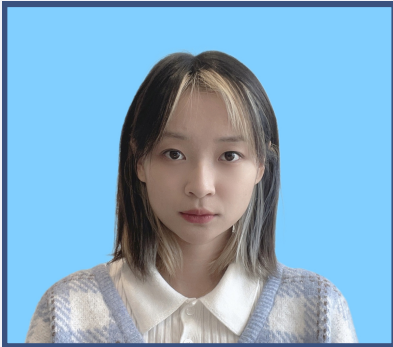


About Me



ZIWEI WANG

Tools

Figma	Unity	
C4D	MAYA	ID

SKILLS

1. Interactive Design
2. Conceptual Modeling
3. Senior Game Player
4. Brainstorming
5. Teamwork

CONTACT

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Education and Qualifications

Master(2020.3-2022.3)
Monash University
Major: Interaction Design

Bachelor(2015.9-2019.9)
Beijing Union University
Major: International Business

About Me

Love the contradiction of games and sports. He loves to play games and is also a heavy sports enthusiast. Have firm perseverance and the spirit of not giving up, cheerful personality, like thinking and psychology. I like brainstorming very much, and I can think of many novel ideas. During the postgraduate period, most of the homework projects and research papers revolved around the research and creation of games.

Professional Skill

1. Familiar with Figma can carry out prototype iteration, Unity will use C# and bolt to make programs.
2. Systematic study of C4D, MAYA modeling.
3. Proficiency in interaction design courses includes but not limited to case analysis, storyboards, user portraits, and mind maps to study user methods.

Intern Experience-2019年暑假在盛力世家（上海）体育文化发展有限公司斯巴达部

The internship content is to participate in the event planning and promotion of the Spartan obstacle course, hurricane race and other events, complete related work, participate in the day maintenance of the Spartan competition site, volunteer assignment and training. According to demand, suggestions and measures for improvement of the event will be put forward.

Personal achievements

The finisher of the 2019 Spartan 12 Hours of Nonstop Hurricane Challenge.
The finisher of the 51km Australian Bright Mountain Obstacle Super Beast in November 2019.
In 2018-2019, he won the first place in the 18-24 age group (women) category of the Spartan obstacle course.