ZHIXIU LIU

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in linkedin.com/in/liuzhixiu 📞 (+86) 18811565863 🎂 17th, Dec, 1994

RESEARCH & WORK EXPERIENCE

Outbreak:Legacy on App Store

📅 Sep 2015 - Aug 2016

- 2D iOS game on App Store, which won Editor's Choice for the publishing week, July 2016
- Working as team lead, responsible for gameplay design, level design, and level programming, game testing, game releasing on App Store

Campus Safety Education Game @ Beijing Intellectual Valley Co., Ltd.

📅 2015 - 2016

- Worked on technical modifications of the released version of a fire escape simulation system for high school students, which used interactive games to convey knowledge of effective escape methods in case of fire

Insurance product recommendation based on social data from WeChat

📅 2018 - ongoing

- Current research project in collaboration with Tsinghua University School of Economics and Management and MSRA, aiming at generating recommendations on insurance products using social network data from WeChat and subjective personality analysis

<T2U - A Deep Cross-Platform Video Recommendation System with Novel Interface>

📅 Jul 2017

- ACM Multimedia 2017 demo paper
- responsible for front-end design and implementation

Granzort

📅 Dec 2016 - Apr 2017

- A robot based on Intel NUC and Arduino, which can help users achieve sophisticated light painting photography in a much simpler and more efficient way
- Worked on interactive design and front-end development, user testing, and took part in film-making

Research into motion design for HUAWEI

📅 Feb 2017 - Aug 2017

- Research into system-level motion design principles for mobile phone manufacturer HUAWEI, while working as assistant researcher there

UNICEF Viet Nam Summer School Research

📅 Aug 2017

- A water quality test solution with visualization of professional water quality test documents (called DUREN), based on a website built with Three.js, in order to provide local residents in HCMC with access to knowledge of water quality
- Worked on user-experience design, film-making and part of the development process

UX design for Schlumberger

📅 Mar 2017 - Aug 17

- User experience design and optimization for engineering management system of Schlumberger
- Worked in team with members from X-Studio, Tsinghua University

EDUCATION

M.S. in Computer Science

Tsinghua University

📅 Sep 2016 – ongoing, GPA 3.4+/4.0

B.S. in Digital Game Design(Technology)

Communication University of China

📅 Sep 2012 – Jun 2016, GPA 4.0/4.0, IELTS 7.5

HONORS & ACHIEVEMENTS

🏆 **Outstanding Cadres - National Award - 2015-2016**
Ranking No.1 for the integrated assessment

🏆 **Outstanding Cadres - Scholarship of CCTV, CNR & CRI - 2014-2015**

📖 **Co-author (Technical part) – 2017 for <HTML 5 Animation Techniques in 'DragonBones'>**
a book covering introduction and practical applications of 'DragonBones Pro', an up-to-date HTML5 animation software program. Contributed on HTML5 techniques

EXTRACURRICULAR ACTIVITIES

- Party branch secretary at Academy of Arts & Design, Tsinghua University - Sep 2016 - ongoing
- Deputy Director of Student Part-time Center at Communication University of China - 2015 - 2016, during which won award as an Outstanding Student Leader

PERSONAL HIGHLIGHTS

🖥 **Computer skills**
(Software) Unity, Sketch, Premiere, InDesign, Photoshop, Flinto
(Programming languages) C#, HTML, JS, Python, C++

📷 **Extra skills**
Photography, film-making