



Tian Qin
秦天

Education

NYU Shanghai

Major: Interactive Media Arts with honors

Expected Graduation Year: 2022

GPA: 3.8 / 4.0

Get in touch!

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Specializations

- Game Design & Development (Unity)
- VR/AR Experience Design & Development (Unity)
- UI & UX Design
- Front-end Development
- Generative Art (p5.js, Processing)
- Python
- Data Visualization (d3.js)
- Project Management
- Video Editing
- Adobe
- Woodworking
- Chinese Folk and Minority Dance

Languages Spoken

Native: Chinese

Fluent: English

Daily Expression: German

Interests

- Chinese Minority and Folk Dance
- Playing the piano and guitar
- Visiting galleries and exhibitions
- Woodworking and do handwork
- Pet dogs

Work Experience

Temple of Light

Digital Media & Design Intern | November 2021 - Now

- Design and Develop the interactive VR Demo for the Temple of Light immersive exhibition.
- Do related art research for future exhibition content, including Ukiyo-e, etc.
- Design exhibition materials, public, posters, etc.

The Future Laboratory, Tsinghua University

Research Assistant | November 2021 - Now

- As the research assistant for Affective Computing-based Interaction Design, I'm mainly responsible for the VUI (Voice User Interface) collaborating with Porsche, designing an in-car voice assistant that brings a sense of companionship to the driver.

eBay CCOE Payments

Front-end Developer & UI designer Intern | June - December 2020

- Design and use React to develop the user interface and user experience of payments team products. I was mainly responsible for designing the Finance Console page for the Finance team, enabling them to quickly query and browse the required data.

Leadership Experience & Award

Top 1 Team in Mainland China in L'Oreal 2021 Brandstorm

Product Designer & AR Developer | April 2021

- Our team created a complete and innovative business model for L'Oreal, which is a beauty product hunting game that combines AR gaming with real-world marketing. We successfully stood out from 9500+ participants after three rounds of competitions.

Viewers Choice Top 1 Team in "Game4Good" Game Jam

UX Designer & Game Developer | August 2021

- Our team designed and developed a mobile motion-sensing flying game with the gyroscope data in this Public welfare themed Game Jam and finally won the most votes from the audience.

The 22nd Shanghai International Art Festival Future Art Festival Runner-up Team

VR Experience designer & developer | December 2020

- In this competition, six members of our team worked together and planned a 2030 Future Art Festival called "Art Ark", and I was mainly responsible for the design and Unity development of the VR experience part of the festival, which allows the audience to experience the exhibitions covered by the festival through VR headset.

NYU Shanghai Student Government Events Committee

Assistant Director | September 2018 - June 2019

- I worked with my department partners to plan and organize four major events in two semesters, including the "Carnival of Terrors" on Halloween, the "Dumpling Festival" at NYU Shanghai, and the Spring Formal "夜上海, New York Night" at the Kempinski Hotel, all of which drew over 500 people.