

Tian Qin

Address: Room 1602, No.11, Lane 288, Duqiao Road, Shanghai, China
Tel:(+86)13817191232 | Email: tq363@nyu.edu

EDUCATION

New York University Shanghai

Major: *Interactive Media Art with honors*

- GPA: 3.799/4.00, Cum Laude in Arts and Science.

Shanghai, China
Sep 2018 – May 2022

WORK EXPERIENCE

NYU Shanghai

Interactive Media Art Associate Fellow

Shanghai, China
Sep 2022 – Present

- Facilitated the foundational Interactive Media Arts classes (Interaction Lab and Creative Coding Lab), leading weekly recitation sessions, and contributing to the development and revision of course materials.
- Initiated and facilitated 3 workshops each semester, respectively focusing on the Unity engine, creative coding, and woodworking.
- Curated 4 on-campus exhibitions, providing a platform for the presentation and critical review of student projects, which importantly cultivated an environment of academic discourse and innovation.

Chaos Studio

VR/AR Experience Developer

Shanghai, China
Sep 2022 – Present

- Developed an AR Wechat Miniprogram for the immersive theater production "Letter," which actively engaged audiences through interactive target scanning for clues. The production, running from July 17-21, featured 15 different performances at the Shanghai Telecom Museum and attracted over 300 participants.
- Served as the main level designer and developer for the "Otter's Adventure," a WeChat Mini-Program game for a freeze-dried fruit tea brand "OTTERdun". The low-poly casual game educates players about otter conservation through interactive tasks in a forest setting. Since its launch in April 2023, the game has attracted over one thousand players.

Shanghai Shangde Experimental School

Part-time Game Design Teacher

Shanghai, China
Sep 2023 – Present

- Educated middle school students on the fundamental game design principles and game development techniques.
- Developed a comprehensive and extensive curriculum that includes theoretical and practical components in an attempt to foster a better student understanding of game design, encourage critical thinking and creative problem-solving skills.

SELECTED AWARDS AND HONORS

L'Oreal 2021 Brandstorm

Top 1 Team in Mainland China

Role: Product Designer and AR Application Developer

Co-created an 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 over 9500+ participants after three rounds of competitions and subsequently won the championship in mainland China.

2021 "Game4Good" Game Jam

Viewers Choice Top 1 Team

Role: Main Developer and UX Designer

Designed and developed a mobile motion-sensing flying game called "Ant's Adventure" with the gyroscope data in this Public welfare themed Game Jam and ultimately won the most votes from the audience.

PROJECT

Interactive Installation "Cheeze" collaborated with Zhenhua Xiang and Shanghai International Art Festival

Role: Main developer and Interaction designer

Co-developed "Cheeze", a public interactive art project that was exhibited at the Shanghai library and several popular shopping areas in Shanghai. This project was based on some student works from the "Unlimited Brush" workshop hosted by the Shanghai International Art Festival. We made use of 3D modeling, Unity engine, and Kinect in an attempt to develop these student works into an interactive project.

SKILLS

Technical Skills: Game Development: Unity3D, C#, Programming: JavaScript, Creative coding (p5.js, Processing), Web Development: React, Node.js, Hardware: Arduino, Design and Editing: Adobe Photoshop, Illustrator, Audition, Premiere, Craftsmanship: Woodworking

Languages: Chinese (Native), English (Fluent; working language in school), German (Conversant)

Other Skills: Performing Arts: Chinese Minority and Folk Dance, Music: Guitar, Piano, Bamboo Flute, Erhu (Entry level)