

about me

I'm currently an undergraduate senior student in ASU majoring in Digital Culture.

I'm expected to graduate in May 2018, and I'm currently seeking a master degree focus on HCI/Digital Media for Fall 2018.

MY CONCENTRATION UI/UX & Interaction Design, Front-end Development, Digital Art, Graphic Design

WHAT I CAN DO Prototyping apps and websites, design marketing materials, film and make creative videos, interactive digital art creation, visual art programming, web design and development, basic Java, C and C++ skills

ABOUT MY MAJOR Digital Culture majors learn to go beyond merely using digital tools; they develop the ability to program media and integrate computational systems with everyday physical human experience. Digital Culture's dynamic curriculum prepares students by outfitting them with tangible skills in cultural media, and equipping them with the critical thinking skills needed to understand the broader impact of technologies on culture and life.

educations

Arizona State University
Herberger Institute of Design and the Arts
MAJORING Digital Culture (Media Processing)
ON Tempe Campus

Dean List

Fall 2017

3.95

Digital Culture Studies GPA

2014 ~ 2018

Bachelor of Arts

skills

DESIGN

Adobe Experience Design,
InDesign, Photoshop,
Illustrator
proto.io
HTML CSS WordPress

PROGRAMMING LANGUAGE

Processing
Max/MSP
Swift
Java C C++

OPERATING SYSTEMS

Desktop
Apple Mac OS
Microsoft Windows
Mobile Apple iOS

VIDEO EDITING & CREATIVE DIRECTING

Apple Final Cut Pro X
Adobe Premiere Pro
Corel VideoStudio

TECHNOLOGIES & TOOLS

Apple iWork Keynote, Pages
Microsoft Office PowerPoint,
Word, Publisher, OneNote
Xcode, Visual Studio
draw.io

PROFICIENT IN

Mandarin
Chinese
(native language)
母语为中文
(普通话)

work experience

TECHNOLOGICAL ASSISTANT

AT Synthesis Media Lab (iStage) @ ASU, an interactive and responsive environment for media arts

- **Characterizing Bottlenecks towards a Hybrid Integration of Holographic, Mobile, and Screen-based Data Visualization:**

Summer research project with professor Robert LiKamWa at Meteor Studio in collaboration with Synthesis Center

- Research goal and challenge: We would like to visualize 3D objects in a virtual space, and we need a tool that could help the device (i.e. Microsoft Hololens) to generate the 3D object in different scenarios, including different shapes and colors.

- My responsibility: Build a VR/AR data packet generator in Max/MSP/Jitter for generating the data of the particles in a three-dimensional virtual space; collaborated with other teammates to test the data on Microsoft Hololens, Android device, and iStage.

- The output data includes different attributes (planes) for each particle, including dimensions, colors, and size.

- Shown in Immersive Analytics @ IEEE VIS 2017

GRAPHIC DESIGNER

Jingtong Health Management Co., Ltd.

IN Qingdao, Shandong, China

- Design the branding of JingTong Health, designed the logo using Adobe Illustrator

- Edit the document and presentation of the business proposal (BP) of JingTong Health using Adobe InDesign and Apple Keynote.

- Host the presentation of the business proposal (BP) for potential investors

DIRECTOR OF DIGITAL MEDIA

The Software Developers Association (SoDA)

- Design marketing materials, including flyers for SoDA's social media post before the events; Design vinyl posters (banners); Design different templates for different kind of events; Design, make and display TV slides before the events.

- Create and manage the SoDA's official YouTube channel, record SoDA event videos, edit, and post SoDA events videos.

- Design SoDA's official website, thesoda.io, and communicate with our developers.

- Participating event organization, including flyers, TV Slides, event promo videos, website design, promoting before classes, and photographing. One of the organizers of SWHacks 2017, a SoDA-hosted 36-hour hackathon at Arizona State University. Currently the opening ceremony video director and one of the organizers of Sun Hacks 2017, a 36-hour hackathon.

Learn more: junshuliu.com/soda

MAY

2017

Present

MAY

~

AUG

2016

OCT

2016

Present

leadership

PROJECTS

MARINE WORLD

AME 320 (Motion Capture Integrative System), Open-Topic Final Project
Spring 2017 Semester

Marine World is an interactive multimedia system based on motion capture technology. It's used to help children learn about the different types of sea life that live in all parts of the sea. You walk on a virtual water pool that creates ripples wherever you step. In the "water", there are sketches of different types of sea life, and if you stand over them, interesting facts about that animal appear on the wall display in front of you.

CATEGORY Interactive Media System

PROGRAMMING LANGUAGE Max/MSP/Jitter and Processing

TOOL USED OptiTrack by Motive

OTHER SKILLS Video Editing, Team collaboration

Learn more: junshuliu.com/marine-world

MORE PROJECTS Linewave 3D An interactive virtual reality visual artwork with a virtual 3D space based on user's face position detected by the camera | Synapse App Prototype (using proto.io) A habit management mobile app concept that aims to help to teach people changing their bad habits | WhoU App Icon Design the logo and icon

ENVOLVE APP PROTOTYPE

Hackathon Project, *Hacks for Humanity* by Project Humanities
October 7 ~ 8, 2017 | 1st Place Reward

Envolve is a community service that could encourage people to take part in volunteer events and get certifications.

This is a hackathon project with a team of five people, including two web developers, two entrepreneurs (futurists), and me as a designer.

My responsibility is to design the branding of Envolve, and the webpage of Envolve for both mobile and desktop. I also helped come out some ideas for the service.

CATEGORY Graphic Design, Illustration, Web Design

TOOL USED Adobe InDesign, Adobe Illustrator

OTHER SKILLS Team collaboration

Learn more: junshuliu.com/uiux