

# Meilin (Maelyn) Lu

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## About Me

I am an interactive media designer & game designer. My works fuse storytelling, public narratives, and diverse media into interactive artworks and games that explore human connections to the world and to one another.

## Education

Shanghai New York University  
Interactive Media Arts Major  
Game Design Minor  
Bachelor of Arts  
September 2022 – June 2026(Expected)  
GPA: 3.689/4.0

## Skills

### Coding

JavaScript, Python, C#, C++

### Game Design & Physical Computing

Unity, GameMaker, Arduino  
Board Game Design & Prototyping

### Graphic Design & Animation

Adobe Photoshop, Adobe Illustrator,  
Adobe After Effects, Adobe Audition

### 3D Modeling

Fusion 360, Blender, Nomad

## Work Experiences

### Disney Shanghai

Animation Design Intern  
June 2024 - August 2024  
Created promotional animations for new film releases.  
Designed posters and videos for internal corporate events.

### Mahle Investment (China) Co., Ltd.

HR Intern  
June 2023 – August 2023  
Assisted in company promotion and internal event organization.

## Languages

Chinese (Native)  
English (TOEFL 108)

## Individual Projects

### No one is a lonely planet - Exhibition 2025

A self-produced narrative digital artwork that stages the formation of a social network in the digital world.

Design for an interactive system to reveal the hidden processes of social connection, growth, and reorganization.

Exploration of how individual relationships evolve into a complex societal structure through dynamic data visualization.

### 小梅 Mei - Exhibition 2025

An immersive narrative artwork to raise public awareness of rural women's educational rights. Employment of Arduino-based physical computing, ml5.js, interactive installations, and 3D visual elements.

Design of space including audience movement trajectory, performance and light.

### Lab3 - Exhibition 2024

A web-based ARG that questions historical truth through fictional narrative.  
Combination of physical artifacts with digital interaction using computer vision.  
Blur of fiction and reality through live camera integration and immersive storytelling.

## Teaching Experiences

### Guest Speaker & Workshop Facilitator - 2025

Hosted an interactive seminar titled THE RULES WE BREAK for peers and faculty, focusing on the principles of board game design.

### Studio Assistant - 2025

Provided real-time coding assistance and debugging support to students during class, and assisted the instructor in explaining complex technical concepts.

## Awards & Recognitions

2025 International Frontier Innovation Art & Design Competition - Bronze Award  
Granted by the China National Intellectual Property Administration (CNIPA).  
Patent No.: ZL 2024 3 0633347.4