

# Xiong Junqi/Rebecca

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## Education

### New York University Shanghai

BSc in Interactive Media Arts, GPA: 3.85/4.0

**Core Units:** UX Design, Interaction lab, Creative coding lab, Expanded web, Creative Game Design and Development, What is New Media.

**Exchange:** 2024 Fall NYU New York; 2025 Spring NYU Abu Dhabi.

Shanghai, China

2022/09 – Present

## Internship Experience

### Curiooworks

Product Designer

- Designed STEM educational products for children aged 5-12.

- Integrated industrial design and physical computing to teach children 3D printing, laser cutting, and Arduino programming.

- Assisted instructors in course curriculum design.

- Documented classroom activities and created educational materials using Figma and Adobe Illustrator.

Shanghai, China

2025/05 – 2025/08

### New York University Shanghai

Lab Assistant, Interactive Media Arts Department

- Managed departmental inventory of digital equipment, including sensors, cameras, and interactive media devices.

- Provided technical support to students and faculty on creative technology tools and equipment usage.

- Developed a comprehensive tutorial guide to help students effectively operate lab tools and equipment.

- Managed equipment checkout system and coordinated with students and professors to track borrowing and returns.

Shanghai, China

2023/09 – 2024/05

### New York University Shanghai

Student Worker, International Conference on Live Coding

- Provided translation services for international guests and event organizers.

- Created promotional content for conference marketing.

- Documented conference proceedings and activities.

Shanghai, China

2024/04 – 2024/06

## Artistic Experience

### Abu Dhabi Interactive Media Show

Exhibiting Artist

- Exhibited a cybersecurity-themed strategic tabletop game and a 3D rhythm game developed in Unity

- Performed a live-coded audiovisual set with collaborators using Hydra and Tidal Cycles.

- Demonstrated interdisciplinary skills across game design, creative coding, and live performance.

Abu Dhabi, UAE

2025/05

### NASA Eclipse Soundscape Project

UX Designer

- Conducted usability reviews and provided UI/UX design recommendations.

- Contributed to UX writing efforts, refining website copy for clarity and accessibility.

- Created website front-end prototype in Figma, incorporating user feedback and design best practices.

New York, USA

2024/11–2024/12

### Ludum Dare Game Jam 54

Game Designer and Developer

- Designed and developed a 2D action game from concept to playable demo in 48 hours.

- Implemented core game mechanics, level design, and user interactions using Unity.

- Published completed demo and incorporated community feedback.

Shanghai, China

2024/10

### New York University Shanghai IMA End Of Semester Show

Exhibiting Artist

- Exhibited two Unity-based games: a 2D adventure game with paper plane physics mechanics and a 3D first-person narrative about Alzheimer's disease.

- Presented VR project combining AI-generated 3D models with spatial audio to visualize shared experiential spaces.

- Demonstrated full-cycle game development skills including mechanics design, narrative implementation, and user experience.

Shanghai, China

2024/05

## Awards

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**NYU Shanghai Dean's Honors List:** 2023-2025 (3 consecutive semesters), Achieved an average of more than 3.65 GPA

**Ars Electronica Festival:** 2024/09, Honorary Mention, Weird Creatures (Multimedia Installation) - XR Content Designer

## Skills

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**Software:** Unity, Blender, Rhino, Adobe Illustrator, Figma, p5.js, C#, Comfy UI, JavaScript, HTML+CSS, Arduino (C++), Hydra, Tidal Cycles, SOLIDWORKS

**Activities:** Music, Video Games, Handcraft (Rubber stamp, Woodcraft), Digital Fabrication