

Education

New York University Shanghai <i>BSc in Interactive Media Arts, GPA: 3.85/4.0</i>	Shanghai, China 2022/09 – Present
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.	

Internship Experience

Curiooworks <i>Product Designer</i>	Shanghai, China 2025/05 – 2025/08
- 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.	
New York University Shanghai <i>Lab Assistant, Interactive Media Arts Department</i>	
2023/09 – 2024/05	
- 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.	
New York University Shanghai <i>Student Worker, International Conference on Live Coding</i>	
2024/04 – 2024/06	
- Provided translation services for international guests and event organizers. - Created promotional content for conference marketing. - Documented conference proceedings and activities.	

Artistic Experience

Abu Dhabi Interactive Media Show <i>Exhibiting Artist</i>	Abu Dhabi, UAE 2025/05
- 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.	
NASA Eclipse Soundscape Project <i>UX Designer</i>	
New York, USA 2024/11–2024/12	
- 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.	
Ludum Dare Game Jam 54 <i>Game Designer and Developer</i>	
Shanghai, China 2024/10	
- 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.	
New York University Shanghai IMA End Of Semester Show <i>Exhibiting Artist</i>	
Shanghai, China 2024/05	
- 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.	

Awards

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

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