

WANG SHAN

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Highly motivated master's student with a strong and long-term focus on XR (AR/VR/MR), working at the intersection of computer science, digital art, and interactive experience design.

🎓 EDUCATION

Goldsmiths	Sept. 2025 – Present
Master of Science <i>Department of Computing (Virtual & Augmented Reality)</i>	
Shanghai JiaoTong University	Sept. 2024 – Present
Master of Arts, Supervisor: Geoffrey Alan Rhodes <i>USC-SJTU Institute of Cultural and Creative Industry</i>	
Nanjing University	Sept. 2020 – Jun. 2024
Bachelor of Science <i>Department of Computer Science and Technology</i>	
Taiwan University of Arts	Mar. 2023 – Jun. 2023
Visiting Student <i>Department of Film</i>	

🏆 AWARDS

First Prize, "Spatial Shanghai 2025" 24-Hour Immersive Hackathon	
<i>Developed an educational XR experience on the evolutionary history of flowering plants</i>	
	<i>Co-hosted by Unity China and NYU Shanghai</i> 2025
Second Prize, XR Eye-Tracking Hackathon	
<i>Designed and prototyped gaze-based interaction mechanisms for XR environments</i>	
	<i>Co-hosted SEE VR Lab and Braingaze</i> 2025

🌟 PROJECT EXPERIENCE

Vacheron Constantin 270th Anniversary Exhibition: "The Journey of Excellence"	2025/07
<i>Shanghai Teyu Technology Co., Ltd. Location: Zhangyuan W4, Shanghai</i>	
This limited-time exhibition celebrated Vacheron Constantin's 270 years of watchmaking artistry through seven themed zones. My responsibilities included:	
<ul style="list-style-type: none">Installed and debugged exhibition equipment and interactive software.Delivered on-site technical support as part of the exhibition team.	
ICCI Art Valley 2024: Visiting Artist Residency Exhibition	2024/11
<i>USC-SJTU Institute of Cultural and Creative Industry Shanghai Zizhu International Education Park</i>	
Served as on-site staff assisting visiting artist Carlo Korinsky (Germany) in completing his exhibition. Supported installation, material coordination, and communication between the artist and curatorial team.	
VR Game: Black Sheep	2024/09
<i>USC-SJTU Institute of Cultural and Creative Industry Advisor: Liang Mo</i>	
This VR game project integrates psychoanalytic theories into an interactive experience, focusing on themes of dreams and insomnia. My contributions include:	
<ul style="list-style-type: none">Led the technical development independently.Collaborated closely with the artist to assist in completing the design expressionDesign the user interaction experience in VR.	

Revisiting Zhongling Spring: An Exploration of Mood Construction and Experience

Innovation through Brain-Computer Interface and Virtual Reality

2024/06

Zijin Award China College Student Design Exhibition (Nanjing University) Advisor: Wang Xiao

In this interdisciplinary project, I contributed as core technical support, using brain-computer interface and virtual reality technologies to bridge the past and present. My key responsibilities included:

- Assisted in digitizing during the curation.
- Worked with the team to implement VR and brain-computer interface technologies.
- Innovated the interaction between users and historical content.

VR Museum: Zebrafish Brain Regions Atlas Drawing

2023/08 – 2024/04

Institute of Neuroscience , Chinese Academy of Sciences Supervisor: Du Xufei

This project was completed individually.

- Players explore and immerse themselves in the virtual museum to understand the process of drawing the zebrafish brain atlas.
- Integrated with relevant background knowledge, embedded mini-games to deepen players' understanding.

Star Watchers: Volunteer Activities and Field Research

2020/11 – 2024/07

Department of Physics, Nanjing University Advisor: Prof. Wenli Gao

Participated in field research and volunteer activities with families affected by autism, gaining deep insights into the living conditions of the autism community.

Over the past six years, the program has recruited more than 500 volunteers, conducted hundreds of activities, and served nearly 100 families. It has been :

- Consistently recognized as one of Nanjing University's Top 10 Volunteer Service Projects for 6 years.
- Received media coverage from major outlets including People's Daily Online, Xinhua News Agency, Phoenix News, and China National Radio.

My main job here includes:

- Served as the Leader of Publicity for two years.
- Served as executive director for a 120-minute documentary

SKILLS

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- XR: Unity, Unreal, Meta XR SDK, XR Interaction Toolkit
 - 2D: Figma, Photoshop, Lightroom, Premiere Pro, After Effects, TouchDesigner
 - Frontend Prototyping: HTML, CSS, JavaScript
 - Technical Skills: C++, Python, Swift, C#, Git
 - 3D : Blender, SketchUp, Unreal
 - Sound Post-production: ProTools, Audio Units, Maxmsp