

Dane Lyu

Digital Designer & Developer

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Dane Lyu is a creative designer, developer and RMIT University graduate with a specialisation in Spatial Computing Interactivity (VR & MR), UI/UX Design and Graphic Design. With 5 more than 5 years of work experience in multimedia production industry, Dane is proficient at a wide range of industry-standard software across fields, rapid multimedia production and team collaboration. Dane has experience and passion in cutting-edge technology and is capable of piloting and experimenting with creativity. Dane is also a recognised designer in numerous events and exhibitions with Adobe and RMIT University.

[Instagram](#) | @pasteleftdane
[Behance](#) | behance.net/daien_lyu

[LinkedIn](#) | linkedin.com/in/danelyu
[Portfolio](#) | danedesign.github.io

EDUCATION

Bachelor of Design (Digital Media) · RMIT University · 2019 - 2021

Master of Animation, Games and Interactivity · RMIT University · 2022 - 2023

Apple Foundation Program · RMIT University & Apple Inc. · 2024

- Cultivated multidisciplinary skillset in digital production
- Specialised in Interactivity, and have been positively remarked on the creativity of storytelling and animation techniques
- Deep training on rapid thinking and project implementation, leading to systematic visual identity building
- Expanded cross-platform development skills between desktop and mobile

EXPERIENCE

Digital Content Developer · AJ Stack Solutions & Stacked Learning · Sept 2023 - Now

- Core member of the product R&D team
- Focusing on catalysing higher experiences in creative education via immersive 3D exp
- Versatile collaboration including marketing and corporate planning

Software Developer · RMIT University · Nov 2022

- Team member of Chemistry AR game for STEM College
- Dedicated on developing chemical reaction demonstrations in 3D
- Focused on educational purpose that is the visualisation the knowledge and foundation of learning materials

Web Designer & Developer · RMIT University · Aug - Nov 2022 & Nov 2023

- Lead developer of online services of “MAGI EXPO 2022” and Tech Consultant of “MAGI EXPO 2023”
- Maintenance of both back-end and front-end, recognised by School of Design

Graphic Designer · AntStar Agency · Nov 2021 - Jan 2022

- Member of design team in corporate planning and brand identity
- Co-curated the end-of-year special event of the corporate
- Distributed about 50 corporate powerpoint and posters

3D Artist & Graphic Designer · Hunan TV & Broadcast Co., Ltd · Nov 2020 - Apr 2021

- Stage technology associate and stage manager of the variety show hit “Sister Who Make Wave Season 2”
- Development team member (e.g. interior 3D modelling and interactive simulations)
- Logistic team member (e.g. map illustrator and flow designer)

EXHIBITION

RMIT 2020 Industrial Design · Interactive Instalment

RMIT 2021 MDIT Exhibition · Immersive Experience

RMIT 2021 Digital Media Graduate Showcase · Interactive Game

RMIT 2022 MAGI EXPO · Immersive Experience

RMIT 2023 MAGI EXPO · Augmented Virtuality (VR) Game

TECHNICAL PROFICIENCY

UI & Graphic Design · Figma, Adobe XD, Photoshop, Illustrator

Programming Language · C#, JavaScript, SwiftUI, Swift (RealityKit)

Web Development · WordPress CMS, HTML, CSS

3D Design · Blender, Cinema 4D, Substance 3D Painter

Game Development · Unity 3D, Unreal Engine

Motion Graphics · After Effects

EXTENSIVE SKILLS

Video Editing · Premiere Pro, DaVinci Resolve, Final Cut Pro

Audio & Music · Logic Pro, Reaper, Pro Tools

Generative Arts · Touchdesigner

Presentation · PowerPoint, Keynote, Canva

RECOGNITIONS

RMIT Adobe UX Awards 2020 - Overall Winner

MARS WRIGLEY Marketing Contest 2020 - Special Award

RMIT School of Design - 2022 Dean’s Award Special Mentions

RECENT PROJECTS

My Portfolio · Full Stack Development

MPD · Intelligent Music Player app Concept

Vinyl Rhapsody · Retro Music Experience Reimagined in AR

Particle Rhapsody · Interactive Art Playground Designed for Display and Collection

YWaste (Adobe Award Winner) · Food Ordering app