Lingxiao Zhu

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PROFILE

One-year Interactive Media Design postgraduate who received four-year cultivation in the inter-discipline of Visual Arts. A quick learner dedicated to mastering various tools in Web Design, UI/UX, and 3D Modelling & Animation. A super-gamer full of curiosity in unlocking the Metaverse world by technology. Looking for an entry-level UI/UX designer or a Web designer role in the commercial industry that offers an opportunity to satisfy my preferences and pursuits.

EDUCATION

University of Limerick, *MSc/MA: Interaction and Experience Design*, Sep. 2024-Aug. 2025
• *Modules:* Interactive Media Design Foundations & Principles, Digital Modelling and Animation, 3D Modelling and Digital Fabrication, Virtual and Augmented Reality Design, Mobile Application Design, Projects & Workshop

University of British Columbia, *BA: Visual Arts*, Sep. 2019-Dec. 2023
• *GPA:* 76.0% (2021), 77.8% (2022), 80% (2023)
• *Courses:* Digital Arts, Photography, Print, Drawing, Painting, Sculpture, Art History, Visual Arts Concepts, Design Principles, Python
• *Major courses graded A:* EDCP305 (92), VISA401 (86), VISA310 (83), VISA311 (80), VISA210 (80), ARTH 345 (81), HIST105G (86), HIST104G (84)

EMPLOYMENT TRAINING

Shanghai Feifan Institute of Further Education, *Diploma: Web Design*, Sep. 2021-Feb. 2024
• *Total class hours:* 1064
• *Modules:* Aesthetic Design & Software Skills, Web Interface Design, Web Front-end Layout & Interactive Development, Mobile Web Development, Backstage Interactive Development, Advanced Web Framework
• *Courses:* Adobe Creative Cloud, Banner Design, HTML5, CSS3, JavaScript, React.js, Bootstrap, MySQL, Express, Node.js, WeChat API & JS-SDK, Vue.js, TortoiseGit, Pre-Job Reinforcement & Employment Guidance
• *Acquired credentials:* Adobe Certified Professional in Photoshop, Illustrator, Premiere, and After Effects

SKILLS

Professional Skills:
Competency in AI Graphic Design, Motion Graphic Design, Web Design, Modelling & Animation, Colour Grading, and Video Edition; Knowledge of Visual Arts Theories, UI/UX Design Principles, Research Methodologies, and psychological & cognitive & ethical issues related to design
• *Familiar Interactive Design Tools*: Adobe Creative Cloud Suite (Photoshop, Illustrator, Premiere, After Effects, Lightroom, Dreamweaver), GIMP, Davinci Resolve, Final Cut Pro, ArcTime Pro, Whisper Auto Captions, Topaz Gigapixel AI, Topaz Video Enhancer, Procreate, GarageBand, SnapAR, Godot, TouchDesigner, Spline, Unity, Maya, Blender, Figma, Sketch, CorelDraw, ComfyUI, Stable Diffusion, Draw-things
• *Familiar Code-based Applications*: Python, Visual Studio Code (HTML & CSS & JavaScript), WebStorm (JavaScript), Sublime Text, Android Studio (Android emulator & ADB), WARP (Homebrew & MacPorts), Whisky/Crossover/Wineskin (Wine), Xcode

Soft Skills:
Excellent verbal & written communication skills, effective problem-solving ability and a good team player

Language Skills:
Chinese (Native), English (Proficient), Spanish (In progress), French (Beginner)

WORK EXPERIENCE

UI Graphic & Animation Designer, **Shanghai Pengyuan Network Technology Co.,** Mar. 2024-Aug. 2024
An AIGC startup in Shanghai, China

Responsibilities (Internship):
- Prepared team deployment flowcharts and created AIGC photography storyboards.
- Generated the corresponding AI image series and video animation independently.
- Conducted post-processing with Photoshop or video editing tools.

Achievements:
- Wrote a Python-based ComfyUI plugin, built workflows using ComfyUI, and deployed Stable Diffusion locally in the AIGC dynamic video creation process via self-study.
- Completed three projects, one of which got a bid from a big client.

UI Graphic Designer, **Shenzhen Archforce Distributed Technology Co.,** Mar. 2024-Aug. 2024
A distributed technology leader providing the next generation financial platform in Shenzhen, China

Responsibilities (Part-time job):
- Drew up design proposals to give customers a range of options based on their requirements.
- Provided a final design solution to the customer after consulting with senior designers.
- Designed exhibition poster series using Photoshop, AI, etc. autonomously.
- Refined and embellished the prototype to sublimate the design effect and visual impact.

Achievements:
- Accomplished two poster series for two industry seminars.

Web Designer, **Kairos Career Consulting Canada Inc.,** Jan. 2021-Nov. 2021
An IT career mentoring company in Vancouver, BC, Canada

Responsibilities (Training):
- Implemented initial research from different user groups and collected feedback on finished websites.
- Conceived web design project plans to define core functionalities and shared my creative insights and viewpoints.
- Participated in overall website UI/UX design, including logo, webpage layout, and visual effects according to the design specifications, and assisted UI/UX engineering based on daily strategy meetings.

Achievements:
- Recognized for utilizing Spline to apply interactive animation effects to webpages.
- Succeed in triggering future initiatives through effective teamwork and communication.

EXTRACURRICULAR ACTIVITIES

Content Creator, **Bilibili & Little Red Book,** Apr. 2022-Present
- Determine the account interface style, create media content with timeliness, optimize orientation based on user attributes and fan psychology, and trigger the recommendation mechanism by studying the platform's algorithm.
- Achieved 20,000+ accumulated subscribers, 1,489,000+ total click rates and 30,000+ single highest click rates.
- Tweet educational media posts that focus on AI, digital workflow, macOS games, and so on.
- Upload user-preferred digital dynamic/static wallpapers, exquisite images and videos with originality.

Contributor/Helper, **GitHub,** Apr. 2022-Present
- Collaborate actively with other developers on various projects in GitHub open-source repositories.
- Created two independent projects to enrich the macOS ecosystem on aspect of cross-platform computer game installation and proxy customization.
- Used Cxpatcher to insert my own code, integrated Crossover into the Game Porting Toolkit, and created a one-click installer for games. Helped gamers install the package to make Mac games run on Windows computers.

Administer of several AI On-line Chatting Groups, **Tencent QQ**, Sep. 2022-Present
Game Designer/Developer, **Games Development Society UL**, Sep. 2024-Present
Super Game player, Grandmaster tier player of Honor of Kings, Sparring-patterner, Sep. 2024-Present