

# YANLIN MA

Creative Developer & Digital Generalist

## EDUCATION

### New York University (NYU)

#### New York City, NY

August 2016 - May 2018

Interactive Telecommunications Program (ITP)

### Tsinghua University (THU)

#### Beijing, China

August 2012 - June 2016

B.A. Information Design - GPA 3.6/4

## SKILL

**Language:** C++, JavaScript, HTML

**Frameworks:** Three.js, WhiteStorm.js, jQuery  
Bootstrap, Cordova, openFrameworks

**Embedded System:** Arduino, Raspberry Pi

**3D:** Cinema 4D, Blender, SketchUp

**Design:** Adobe Creative Suite

**Fabrication:** 3D Printing, Laser Cutting, CNC

## CONTACT

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New York, New York

## HONORS AND AWARDS

Assistant Designer in the Animation *The Thumb Cuffed*

Gold Award at Stuttgart International Festival of Animated Film 2013

### University Honors

NYU-TSOA Scholarship

THU Outstanding Graduates 2016

THU Outstanding Undergraduate Graduation Thesis 2016

## EXPERIENCE

### Google Daydream

Interaction Design Intern

Mountain View, US | 2017/05 - 2017/08

Prototype for the new Daydream headset and controller of next generation.

Make webVR demos.

Design and build the internal website.

### NetEase.Inc

Interaction Designer

Hangzhou, China | 2014 - 2016

Designers and developers together develop mobile games.

Focusing on researching and helping improve game user interface.

### Ding Qu Technology Co. Ltd

UI Designer

Beijing, China | March - July, 2016

Design web pages and apps for commercial projects.

Help optimize Tsinghua University official website.

Team for fast prototyping and better presentations.

### X - Lab, Tsinghua University

Designer Assistant

Beijing, China | January - July, 2016

Idea Development.

Fast Prototyping.

Branding, illustration, typography and digital photography.