

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)	Pittsburgh, PA
Master of Entertainment Technology	08.2018 – 05.2020 (expected)
Jiangnan University	Jiangsu, China
Bachelor of Engineering, major in Integrated Innovation	09.2014 – 06.2018
Technical University of Denmark	Copenhagen, Denmark
Exchange, major in Design Innovation	08.2016 – 01.2017
Yale University	New Haven, CT
Summer session, relevant course: Interaction Design, Animation Principles	07.2016 – 08.2016

SKILLS

System: UX/UI Design, Product Design, Visual Communication, Interactive Media, Game Design, 3D Art

Tools: Adobe Suite, Sketch, Sublime, Rhino, Maya, Unity, Substance Painter

Programming: HTML&CSS, JavaScript, Python, Processing, Arduino

Fabrication: Iron forging, Ceramics, Woodworking, 3D printing, Laser cutting

WORK EXPERIENCE

Research Assistant , OH! Lab, Human-Computer-Interaction Institute, CMU	01.2019 – Present
◦ Games for Audio Data Collection: Researching on the topic of how games can motivate players to collect audio clips of everyday activities. Developing a set of application exemplars for novel games in this area.	
◦ Sleepy Games: Collating papers and generating design concepts for games help people achieve healthy sleep.	
Microsoft UX Design Intern , Microsoft Search Technology Center Asia, China	03.2018 – 07.2018
◦ Researched for Edge and generated observations from a holistic view via studying 61 features of 21 browsers.	
◦ Designed a unifying experience of Bing News' feature 'Follow'. Updated Human Interface Guidelines for Bing Design.	
◦ Explored Trusted News, Personalized Feed and other new possibilities according to media trends for Bing via sprint.	

PROJECTS

Interaction Designer , Project Houdini, ETC, CMU	Spring 2019
◦ Exploring user's input behavior and interpreting that behavior into new experiences with Tap™ input device.	
◦ Creating multiple prototypes including games, instruments and utility apps.	
Artist & Producer , Building Virtual Worlds (Course Project), ETC, CMU	Fall 2018
◦ Worked as an artist and experience designer to produce five interactive VR/AR experiences using HTC Vive, Microsoft Kinect and Meta 2 via interdisciplinary collaboration.	
◦ Engaged in rapid prototyping, user testing, iterations and communicating between other roles effectively.	
Concept Art & Animatic Team , 2017 SIGGRAPH Massive Collaborative Animation Program, LA	07.2017 – 10.2017
◦ Exhibited at 2017 SIGGRAPH.	
◦ Collaborated in a team to develop the animatic. Responsible for 2D concept art and body dynamics of characters.	
Interaction Designer , the Public Welfare Project of Malan Lake Desertification Control, China	07.2017 – 10.2017
◦ Exhibited at United Nations Hong Kong. Exhibited at 2017 Trends of Transformational Forum Conference.	
◦ Collaborated in a team to design a system for Malan Lake's mid-long term planning by combining gamification with block chain. The system includes service, interaction, entity and architecture.	

RECOGNITION

- The Most Popular Award: Spotlight, Microsoft Hackathon Beijing Site, 2018
- User Experience Design Award, User Experience Professional Association, 2017
- National Utility Model Patent: Time Reminding Remarks Sticker (Application No: 201621266743.4), 2017