




# Joy Zeng

Interaction Designer

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 joy-zeng.com

## Education

### Rochester Institute of Technology

Rochester, NY | 2021 - May 2025

BFA, New Media Design

## Skills

### Tools

- Adobe Creative Suite
- Figma
- Cinema 4D
- Unity

### Languages

- HTML | CSS
- Javascript
- Python
- Java
- C#
- Arduino

## Experience

### Brick City Cafe

Student Manager | Aug 2022 - Jan 2023

- Prepared and served food daily

### RIT Fabrick | Fashion Club

Co-founder and Vice President | Sep 2021 - Present

- Plan and lead weekly General Body Meetings
- Design for annual Beyond Fashion runway show
- Determine artistic direction for Fabrick Magazine

### XR Access REU

Undergraduate Researcher | Jun 2021- Aug 2021

- Programmed using C#, Unity, and ARCore to develop an accessible object placement app in AR for users with mobility restrictions in their upper extremities.
- Engaged in the full research process, including submitting research proposals, literature reviews, and collaborating with other professionals of this field

### Columbia University, CGUI Lab

Research Intern | Aug 2020 - Jun 2021

- Developed software in VR and AR, with emphasis on user experience optimization
- Researched 2D and 3D interaction concepts and constraints using C#/Java and Vuforia SDK in Unity Game Engine