

Joy Zeng

Interaction Designer

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🌐 joy-zeng.com

Education ~~~~~

Rochester Institute of Technology

Rochester, NY | Aug 2021 - Present
BFA, New Media Design

School of Interactive Arts

New York City, NY | Mar 2018 - July 2021
Game Development and Design

Bergen County Academies

Hackensack, NJ | Sep 2017 - June 2021
Academy of Visual and Performing Arts

Skills ~~~~~

Tools

- Adobe Photoshop | Illustrator | InDesign | Premiere | After Effects
- Figma
- Cinema 4D
- Unity

Languages

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

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