

Zhengzhou Huang

Website: zhengzhou-huang.me

Project Highlights: [pdf link](#)

Email: zhua05nuo@outlook.com

Phone: +1 858-214-4697

Education:

University of California Los Angeles, 2019-2021, MFA, Design Media Arts;

University of California San Diego, 2015-2019, BA, Visual Arts Studio (Magna Cum Laude, Phi Beta Kappa).

Exhibitions / Shows:

[The Last Online Show](#), MFA thesis show, Design Media Arts, University of California Los Angeles, 2021/05;

[Air](#), solo show of a collaboration work with Zhengyang Huang, Design Media Arts, University of California Los Angeles, 2021/02

[Share Screen](#), D|MA fall preview show, Design Media Arts, University of California Los Angeles, 2020/10;

[D02.2](#), Plicnik Space Initiative, Online Exhibition, 2020/10 – 2021/10;

[Here/After](#), Senior Art Exhibition, University Art Gallery, University of California San Diego, 2019/06;

[Honors Thesis Show](#), Adam D. Kamil Gallery, University of California San Diego, 2019/06;

Honors Open Studio, Upper Mandeville, University of California San Diego, 2019/03;

Children's games public showcase and demo night, Structural and Material Engineering Building, University of California San Diego, 2018/12/07;

Other Art: Art + Music Festival, organized by Mi Mate, Sun God Lawn, University of California San Diego, 2018/05/03.

Work Experience:

Lecturer, Design Media Arts, University of California Los Angeles, 06/2021 – 07/2021:

Co-teaching DESMA 24: Motion with Zhengyang Huang,
<https://classes.dma.ucla.edu/Summer21/24/>

Teaching Assistant, Design Media Arts, University of California Los Angeles, 2019 – 2021:

2021 – Senior Projects: Interactivity and Games
Video

2020 – Special Topics in Video and Animation, <https://classes.dma.ucla.edu/Fall20/172/>
Media Arts: Introduction

Media Histories, <https://classes.dma.ucla.edu/Winter20/8/>
2019 – Design Culture

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Reader, Department of Design Media Arts, University of California, Los Angeles, 2020/04 – 2020/06:

2020 – Design Futures, <https://classes.dma.ucla.edu/Spring20/104/>

Intern Studio Assistant, Adam McEwen's Studio, Long Island City, New York, 2017/08:

Material preparation for the artist's work;
Packing up works for exhibition.

Skills:

Web Design: HTML, CSS, JS, jQuery, bash scripting, basic MySQL, basic PHP;

Game and 3D Design: Unity, C#, Autodesk Maya;

Video and Graphic Design: Photoshop, Illustrator, Premiere Pro, After Effects, Audition, InDesign;

Other: Processing, Arduino, Physical fabrication (wood);

Award:

Clifton Webb Scholarship, University of California Los Angeles, 2020 – 2021

Dr. Hyman Eugene Oxman & Frieda Dreyer Oxman Fellowship, University of California Los Angeles, 2020 - 2021

Russell Foundation Grant, University of California San Diego, 2018;

Visual Arts Department Class Grant for Studio Art, University of California San Diego, 2017;

Marshall College Honors, University of California San Diego, 2015-2019;

Magna Cum Laude, University of California San Diego, 2019.

Initiated as a member of Phi Beta Kappa Sigma Chapter at UC San Diego, 2019.

Publication:

"Fall 016 Issue: Chaos // Disorder", Acropolis Art Magazine, College of William and Mary, 2016.