Ziyuan Wang

www.ryanwzy.com

Education

Parsons School of Design 2020 May

New York, U.S. MFA • Design and Technology

Dalian Maritime University 2014 - 2018 Dalian, China BEng • Software Engineering

University of California, Berkeley 2016

California, U.S. Summer ESL Program

Academic Speaking & Business Vocabulary

Professional Experience

Eden of Pandas • 2D Unity Game 2018 Fall

Director. Character design.

Storyboard. Animator. Programmer

Collapse • 2D Animation 2017

Director. Character design.

Layout design. Storyboard. Animator.

Flee • Live Action & Animation 2017

Director. Animator.

Motion Graphics design.

The Loss • Storyboard 2017

Director. Character design. Storyboard.

Mutualism · Character 2016

Character design.

Activities

Chinese Academy of Sciences 2016 Oct.

Beijing, China Machine learning Team Leader

Animation Nights New York 2018 Fall

Participant New York, U.S.

Oslo Freedom Forum 2018 Fall

New York, U.S. Participant Contact

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Expertise

2D Animation

Motion Graphics

Game Design

Web Design

AR VR

User Experience

Skills

Adobe Photoshop

Adobe After Effect

Adobe Illustrator

Unity3D · C#

Maya

Sketch

 $HTML \cdot CSS \cdot JS$

Processing

Arduino

C · Java · SQL

Selected Curriculum

Motion Graphics

Motion Capture AR&VR

Holistic User Experience

Animating Information

Awards

2015 China

National College Student **Information Security Contest**

First Prize

Language

Mandarin (Native)