Ziyuan Wang

www.ryanwzy.com

Education

2020 May Parsons School of Design

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

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

2016 University of California, Berkeley

California, U.S. Summer ESL Program

Academic Speaking & Business Vocabulary

Professional Experience

2018 Fall Eden of Pandas • 2D Unity Game

Director. Character design.

Storyboard. Animator. Programmer

2017 Collapse • 2D Animation

Director. Character design.

Layout design. Storyboard. Animator.

2017 Flee • Live Action & Animation

Director. Animator. Motion Graphics design.

2017 The Loss • Storyboard

Director. Character design. Storyboard.

2016 Mutualism · Character

Character design.

Activities

2016 Oct. Chinese Academy of Sciences

Beijing, China Machine learning Team Leader

2018 Fall Animation Nights New York

New York, U.S. Participant

2018 Fall Oslo Freedom Forum

New York, U.S. Participant

Contact

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Expertise

2D Animation

Motion Graphics Game design

Web design

Art Installation

Skills

Adobe Photoshop

Adobe After Effect

Adobe Illustrator

Unity3D · C#

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)