Zhen Liu
Interaction Designer

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EDUCATION

2016	**New York University, Tisch School of the Arts**	New York, USA
	MPS, Interactive Telecommunications(ITP)	2014.09 - Present
	Awarded for TSOA Graduate Scholarship 2015, ITP Scholarship 2015	
2014	**Sun Yat-sen University, School of Communication and Design**	Guangzhou, China
	BA, Digital Arts	2010.09 - 2014.06

PROFICIENCIES

3D: UE4, Unity 5, MAYA, C4D
UI/UX: Axure, Sketch, Adobe Creative Suite
Web Experiment: HTML, CSS, JS(D3.js, three.js, node.js)
MoCap/VR: Kinect, OptiTrack, Google Cardboard, Oculus, Samsung Gear VR

EXPERIENCE

2016	**Designer of NYU Stern School of Business**	New York, USA
	Worked on video post-production, animation and graphic design for the Ideas Never Sleep held by NYU Stern School of Business.	2015.09 - Present
2015	**UX Design Intern of Nanotronics Imaging**	New York, USA
	Designed the user flow and interface for the real-time nanoscale imaging and inspection systems by Nanotronics Imaging©.	2015.07 - 2015.09
2014	**Design Intern of SYSU Digital Media Research Center**	Guangzhou, China
	Cooperated with Huawei Technologies© on app design.	2013.04 - 2014.05
2013	**Interaction Design Intern of ARK Design**	Shanghai, China
	Researched on tech trend. Participated in user research and focus group research on mobile device experience. Did concept design and interaction design for mobile OS system.	2013.07 - 2013.10

PROJECTS

2015 **Nth Wall** An experimental performance about the intersection of the physical world and virtual reality.
Role: interaction design, VR control assistant, MoCap control assistant
Presented in Bodies in Motion: A Performance Art Event

2015 **Deconstruction** A 3D animation on a 120-foot long wall that depicts the abstract process of analyzing the self.
Role: editing, final composition, 3D scanning, motion graphic assistant
Featured in ITP Big Screens Show

2015 **PewPew!** A two-player strategy iPad game by drawing your bombs and walls within limited ink.
Role: UX/UI design
Presented in NYC Media Lab 2015 Annual Summit, The NYC Arcade 2015 and ITP Spring Show 2015

2015 **To The Mountains** An interactive documentary about the South American adventure following Sisa Bueno
Role: front-end developer, data visualization
Presented in Experiments in Storytelling, ITP x Google

2015 **Virtual Greenwood** A virtual interactive experience of the Green-Wood Cemetery in Brooklyn, NY.
Role: data visualization, front-end developer, VR experience design
Presented in ITP Spring Show 2015 and This Is My House of Green Grass: The Raw Retrieval of the Civil War

2014 **Spacebeats** An interactive music interface that allows people to make sound by waving hands.
Role: physical computing prototyping, fabrication assistant
Presented in ITP Winter Show 2014