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, C4D, Three.js
MoCap/VR: OptiTrack, HTC Vive, Oculus, Samsung Gear VR
UI/UX: Sketch, Adobe Creative Suite

EXPERIENCE

2016 **Motion Graphics Designer** — New York, USA
NYU Stern School of Business — 2015.09 - Now
Worked on video post-production, animation and graphic design for the events held by NYU Stern School of Business.

2015 **UX Design Intern** — New York, USA
Nanotronics Imaging — 2015.07 - 2015.09
Designed user interaction flow and interface for a real-time nanoscale imaging and inspection systems powered by Nanotronics Imaging©.

2014 **Design Intern** — Guangzhou, China
SYSU Digital Media Research Center — 2013.04 - 2014.05
Cooperated with Huawei Technologies© on app design.

2013 **Interaction Design Intern** — Shanghai, China
ARK Design — 2013.07 - 2013.10
Researched on tech trend of mobile devices. Participated in user research and focus group research. Provided concept design and interaction design with the team for mobile OS system.

PROJECTS

2016 **To Be With Hamlet** *An real-time motion capture performance in VR (In Progress Project)*
Role: UE4 interaction designer
Presented in Art-A-Hack 2016, VRSalon NY

2015 **Nth Wall** *An experimental performance about the intersection of the physical world and virtual reality.*
Role: interaction designer, UE4 environment artist, VR control assistant, MoCap 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: final composer, 3D scanning provider, motion graphic assistant
Featured in ITP Big Screens Show, Expanded Cinema: Large Format File + Animation

2015 **PewPew!** *A strategy battle iPad game*
Role: UX/UI designer
Presented in ITP Spring Show 2015, The NYC Arcade(2015)