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

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 **NYU Stern School of Business** — New York, USA
Designer — 2015.09 - Present
Worked on video post-production, animation and graphic design for the
NYUinnovation(http://ideasneversleep.com/) held by NYU Stern School of Business.

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

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

2013 **ARK Design** — Shanghai, China
Interaction Design Intern — 2013.07 - 2013.10
Did desk research 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.

EXHIBITIONS

2015	Bodies in Motion (Nth Wall)	New York, USA
2015	ITP Big Screens Show (Deconstruction)	New York, USA
2015	NYC Media Lab 2015 Annual Summit (PewPew!)	New York, USA
2015	The NYC Arcade (PewPew!)	New York, USA
2015	Experiments in Storytelling (To The Mountains)	New York, USA
2015	ITP Spring Show 2015 (PewPew!, Virtual Greenwood)	New York, USA
2015	This Is My House of Green Grass: The Raw Retrieval of the Civil War (Virtual Greenwood)	New York, USA
2014	ITP Winter Show 2014 (Spacebeats)	New York, USA

HONORS

2015	TSOA Graduate Scholarship	New York, USA
2015	ITP Scholarship	New York, USA