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

EXPERIENCE

2016 **Designer** New York, USA
NYU Stern School of Business 2015.09 - Present
Worked on video post-production, animation and graphic design for the Ideas Never Sleep event
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. Participated in user research and focus group research on mobile
device experience. Provided concept design and interaction design for mobile OS system.

PROJECTS

2015 **Nth Wall** *An experimental performance about the intersection of the physical world and virtual reality.*
Role: interaction designer, 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: final composer, 3D scanning provider, 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 designer
Presented in NYC Media Lab 2015 Annual Summit, The NYC Arcade 2015 and ITP Spring Show 2015

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