

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 - 2016.05
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: Unity 5, C4D, UE4

MoCap/VR: Kinect, OptiTrack/ HTC Vive, Oculus, Samsung Gear VR

UI/UX: Sketch, Adobe Creative Suite

Video/Animation: After Effects, Premiere

EXPERIENCE

- 2017 **Interaction Designer** New York, USA
Liveline VR 2017.04 - NOW
Responsible for Unity based prototyping, user interaction design, and quick iterations of design ideas.
- 2016 **VR Artist** Boston, USA
Viacom NEXT 2016.10 - 2017.04
Research on VR interaction and user interface. Experiment in different VR design ideas by creating prototype using different approaches.
- 2016 **Motion Graphic Designer** New York, USA
NYU Stern School of Business 2015.09 - 2016.12
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®.
- 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

- 2016 **To Be With Hamlet** *An real-time motion capture performance in VR*
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, 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