

Education

Technology University of Delft M.Sc, Design for Interaction <i>Delft, Netherlands</i>	2018.09 - 2020.08
Tongji University B.Eng, Environmental Design <i>Shanghai, China</i>	2013.09 - 2017.06

Experience

Research Intern & Master thesis Centrum Wiskunde & Informatica (National Research Institute for Mathematics and Computer Science in the Netherlands), Distributed and Interactive Systems Group <i>Amsterdam, Netherlands</i> Working on research project about socialVR collaboration, aiming to explore social behavior and interaction techniques in multi-user VR co-design. My task is about doing literature and user research of social behavior in co-design, generated VR interaction concepts, develop socialVR prototype with Blender and Unity, as well as user evaluation.	2020.02 - 2020.08
Research Assistant, TUDelft, Persuasive Game Lab <i>Delft, Netherlands</i> Working on research project about serious game, aiming to arouse public awareness of prejudices and stigmatising behaviour towards obesity group. My task is ideating concept, conducting user tests, iterating and building digital and physical prototype.	2019.08 - 2020.01
Observation Researcher Intern, Gensler <i>Shanghai, China</i> Collect qualitative and quantitative data on utilization rate of work-place for Ford.	2018.07
UX Designer Intern, designaffairs <i>Shanghai, China</i> - Conduct user research and ideate in “Vision for Smart Community”. Do quantitative and qualitative analysis on research data. Visualize the future scenario of concept and generate final report. - Facilitate ideation workshop for “Future Smart Home” for Panasonic. - UX design for home appliance for Midea group.	2018.03 - 2018.07
Graduation Researcher, GIGA <i>Shanghai, China</i> Do research on IAQ (Indoor Air Quality) with GIGA, an environment service consultancy. The outcome of this research contributed to social media publication of GIGA, also helped to optimize the Indoor Building Material Database of this organization.	2017.02 - 2017.06
Architect Intern, DAtans Studio <i>Shanghai, China</i> - Spatial design and 3d modeling for retail space and artist studio. - Responsible for concept sketch and spatial analysis diagram.	2016.06 - 2016.07

Skill

Adobe Set

Photoshop, Illustrator, InDesign, Premiere, AfterEffect

Web development

Html, CSS, Javascript

3D Model

Auto CAD, Rhino, Vray, Keyshot, Grasshopper

VR development

Blender, C# for Unity, VR networking

Interaction Prototype

Adobe XD, Figma

Language

English

Fluent (Toefl: 105)

Mandarin

Native