Zeya Peng

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EDUCATION

Zhejiang University **Hangzhou, China**
B.S. in Psychology Sep. 2013 – Jun. 2018 (Expected)

- GPA: 3.65/4.00 (Major), 3.68/4.00 (Overall)
- Relevant coursework: Information and Interaction Design, History of Artistic Design, Human Factors, Cognitive Ergonomics, Psychometrics, Cognitive Psychology, Fundamental Data Structures, Computer Graphics, Database System, Image Processing, Game Programming, Computer Vision, Computer Animation, 3D Scene Design

EXPERIENCE

Visuospatial Training Game **Urbana, IL**
Research Assistant: Cascade Lab, Department of Computer Science, UIUC Jul. 2017 – Sept. 2017

- Wireframed and implemented 3D educational games based on paper-based exercises of Engineering Graphics to train engineering students on visuospatial skills
- Designed surveys to conduct a testing session on usability and effectiveness of the game series

Eye-tracking research on Category Learning **Hangzhou, China**
Student Researcher: Department of Psychology, Zhejiang University Nov. 2016 – Jun. 2017

- Designed an experiment to investigate individuals' strategy when trained to learn categories, and to examine the influence of working memory on strategetic decision making
- Developed a MATLAB eye-tracking program to conduct the experiment, which is still maintained in the laboratory
- Analyzed the eye-tracking data and concluded that human's working memory capacity is crucial for faster category learning, which is usually by rule rather than by repetitive training

Redesigning Gesture Set for Full-body User Interface **Hangzhou, China**
Research Assistant: Natural Interaction Lab, Zhejiang University Jul. 2015 – Dec. 2015

- Codesigned and conducted an experiment where participants intuitively generate gestures (i.e. by user-defined method) and evaluated those gestures by popularity, subjective ratings, and physiological risk
- Proposed a gesture set for whole-body human-computer interface like Kinect
- Research published as "User-Defined Gestures for Gestural Interaction: Extending from Hands to Other Body Parts" in *International Journal of Human–Computer Interaction (2017)*

PROJECTS

Inverse World ― AR Game **Hangzhou, China**
Art Designer Apr. 2017 – Jul. 2017

- Designed the inference and simulation experience of an AR game, *Inverse World*, in which players bring up the game character by feeding her in mini-games and inference her life story with clues gathered in game
- Completed character setting, designed interlude stop-motion animation, wireframed and created user interface for story inference and AR interaction on mobile devices, implemented interactions and graphical effects

Time Wave ― Independent game produced on *Global Game Jam* **Shanghai, China**
Art Designer February 2017

- Designed an inference game under the assigned subject of *Wave* where players seek defensive evidence along the way of escape from prison with the ability to rewind wave of time, game featured on the organizer's official media
- Did character setting and scene work and created corresponding 2D assets, storyboarded and produced prologue animation, built GUI elements

Examining Design of Flight Safety Cards ― *Human Factors* course project **Hangzhou, China**
Student Researcher, Advisor: Zaifeng Gao Mar. 2016 – June 2016

- Conducted a literature review and designed a behavioral experiment to examine the influence of pictorial realism on the comprehension of safety briefing cards
- Produced an illustration version of the briefing cards as material to conduct the experiment and concluded that a version combining illustration and photography best facilitates comprehension
- Research published as "The influence of pictorial realism on the comprehension of safety briefing card" in *Applied Psychology CN (2017-07-24)*

SKILLS

Technical: C/C++, Unity3D with C#, Maya, Photoshop, Clip Studio Paint
Research: MATLAB & Psychtoolbox, SPSS
Language: English (Fluent), Chinese (Native)