

As a recent MA Virtual Reality graduate with a background in Communications Design, I am seeking a challenging and dynamic role that allows me to apply my interdisciplinary skills in a cross-functional team environment. I am open to job rotation as I believe it will help me gain a more holistic understanding of how each department fits into the overall business model, as well as discover the ideal role that fits my skill set.

## education •

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### **Master of Arts in Virtual Reality, The University of the Arts London, London, United Kingdom**

September 2021 - December 2022

### **Bachelor of Arts in Communications Design, Pratt Institute, New York, NY, USA,**

August 2017 - May 2021

## skills •

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### **Technical Skills**

- **VR/AR Experience Development:** Expertise in developing VR/AR experiences from concept to launch, with experience in iterative usability testing.
- **3D Modeling:** Proficient in Blender, Cinema 4D, and Maya with experience in Quixel Mixer, MD and CLO3D.
- **Motion Graphics & Animation:** Expertise in After Effects, Premiere, Photoshop, Illustrator, Acrobat, InDesign, Powerpoint.
- **UI/UX Design:** Familiarity with wireframing and prototyping tools such as Sketch, Adobe XD, Vuforia, and Spark AR.
- **Visual Branding and Campaign Design:** Expertise in visual branding and campaign design, ensuring that all visual assets align with brand image and meet usability standards.

### **Soft Skills**

- Ability to work in a team and regularly communicated updates and progress on projects to team members and management, resulting in a more streamlined workflow.
- Adjusted to working remotely during the COVID-19 pandemic by developing new communication methods and routines.
- Successfully adapted to a new Blender to Unity character rigging workflow within a week, despite having no prior experience.

### **Languages**

- Mandarin (Native)
- English (Fluent)

## experience •

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### **Freelance Digital Content Creator, Xiaoman Design Studio, Beijing, China, [May 2021 to August 2021]**

- **Task:** Assisted the design team to conceptualize and design high-quality digital experiences and visual content for social media and the web.
- **Skills:** Gained multi-tasking and time-management skills, with the ability to prioritize tasks.
- **Branding:** Ensured that all visual assets are aligned with the brand image, along with meeting standards for usability.
- **Teamwork:** Worked collaboratively with team members to deliver projects on time and on budget, while also maintaining high standards of quality.

### **Narrative VR Project - I think, therefore I see**

Jan 2022 - Jun 2022

#### **UX&UI Design / XR Development from concept to launch / Iterative Usability Testing**

- Worked in a team of 3 to create an immersive simulation of visual impairments through XR.
- Conducted group meetings on a weekly basis to update progress and optimize workflows.
- Programmed gameplay mechanics and URP interactive shaders.
- Implemented sound feedback, haptic feedback, and visual feedback.
- Carried out user research through targeted interviews and extensive usability testing, resulting in a 27% engagement rate growth.

**Tools:** Unity, Maya, Vuforia, After Effects, Premiere, Photoshop, Miro, Google Forms

**Achievements:** Gained a better understanding of the user-centered design approach and insights into how organizations work and operate.