

Skills

Creative Coding

Javascript: Three.js, WebGL, A-Frame, P5.js, node.js, HTML/CSS

App Development: Unity3D/C# (Android & iOS), Unreal Engine

Java: Processing

Augmented/Virtual Reality

ARKit, ARCore, Vuforia, 8th wall, sparkAR, Google DayDream, HTC Vive, Oculus Rift

3D Modeling

Blender, Cinema4D

UX Design & Visual Design

Sketch, PhotoShop, Illustrator, Premiere Pro, AfterEffect

Experiences

Bytedance

Jan 2021 - Present

Interactive Engineer

Delivering interactive and high-quality AR effects for Tiktok. Taking charge of building learning materials, including tutorials and templates for in-house AR platforms. Working closely with research and design teams to prototype and explore rendering capabilities.

Havas Worldwide

June 2017 - Dec 2020

Creative Technologist

Developed unique, bleeding-edge interactive experiences from ideation to final product delivery for a wide range of brands including Adidas, Hugo Boss, Santander, Hershey, IBM etc. Featured products are involved in Augmented/Virtual Reality, WebGL creative website, social media and interactive installation. The AR project "In Someone's Else Shoes" has won the 2019 Webby Award.

Parsons School of Design - The New School

Jan 2019 - May 2019

Adjunct Faculty

Taught the "Warping Reality" course at Parsons School of Design during 2019 Spring Semester. The course aims to bridge the process of design and development of AR applications. Imparted knowledge of developing AR experiences by using Unity Engine, and software kits like Vuforia, ARKit and ARCore.

OUTPUT

Dec 2018 - Jan 2019

Creative Technologist (Freelancer)

Worked as the key creative technologist to build the interactive digital installation "Gu Gong Guo Da Nian" that was held at the Beijing Palace Museum to celebrate 2019 Chinese Lunar New Year.

Education

New York University - M.P.S

Sep 2015 - May 2017

Interactive Telecommunications Program, awarded Red Burns Scholarship

Southeast University - B.Eng.

Sep 2009 - Jun 2013

Biomedical Engineering, honored Outstanding Graduate