

## Skills

### Augmented & Virtual Reality

Unity3D, EffectHouse, SparkAR, LensStudio

### Creative Coding

Javascript: Three.js, P5.js, node.js

Unity3D/C#

Python

### Computer Graphics

Shader Graph, comfyUI, WebGL, GLSL

### UX & Visual Design

Sketch, Figma, PhotoShop, Illustrator, Premiere Pro, AfterEffect

## Experiences

### Bytedance

Jan 2021 - Present

#### *Interactive Engineer Lead*

Lead the template team for TikTok's AR effect platform, EffectHouse. Managed team strategy and daily operations, including template production and educational promotion events.

Led the team in creating over 120 templates, contributing to the platform's growth to 400k members on Discord and 5.5k subscribers on YouTube.

### Havas Worldwide

June 2017 - Dec 2020

#### *Creative Technologist*

Developed cutting-edge interactive experiences from ideation to final product delivery for a wide range of brands including Adidas, Hugo Boss, Santander, Hershey, IBM, and more.

Specialized in AR, VR, WebGL creative websites, social media, and interactive installations. Notably, the AR project "In Someone Else's Shoes" won the 2019 Webby Award.

### Parsons School of Design - The New School

Jan 2019 - May 2019

#### *Adjunct Faculty*

Taught the "Warping Reality" course during the Spring 2019 semester, bridging the design and development of AR applications. Instructed students on developing AR experiences using Unity Engine and software kits like Vuforia, ARKit, and ARCore.

### OUTPUT

Dec 2018 - Jan 2019

#### *Creative Technologist (Freelancer)*

Served as the key creative technologist for the interactive digital installation "Gu Gong Guo Da Nian" at the Beijing Palace Museum, celebrating the 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