

## PROFILE

- Passionate about creating innovative user interaction with emerging technology
- Experienced in AR/VR, game, mobile app, and web design from conceptualization to functional prototypes
- Skilled with design, prototyping tools, and development applications
- Experienced in making strategic decisions and work with cross-functional teams

## EDUCATION

### Harvard University - Graduate School of Design

Master of Design Studies,  
Concentration: Design&Technology | 2015.8 - 2017.5

### Nanchang University

Bachelor of Engineering | 2006 - 2011

## PROFESSIONAL EXPERIENCE

### UX Designer, Product Manager | ZSFab Inc. | Current

- Principal UX/UI designer for the medical device company.
- Design and develop functional, interactive prototype of the software interface with Unity3D and Three.js.
- Create conceptual wireframes and design the usable, creative visual user interfaces.
- Conduct usability tests and define the pathways of future features to pursue through user and scientific research.
- Create assets and programs for web advertisements and marketing use.

Unity3D, C#, HTML, CSS, Javascript, MAYA, User Experience Research, UI Design, Product Management

### Design Consultant (Part-time) | Lightelligence Inc. | 2018.1 - 2018.2

- Designed and developed the corporate website to promote company product lines, customer support, and company visibility.
- Created graphic designs and visualization for corporate branding.

HTML, CSS, Javascript, Graphic Design

### VR Expert | Luxigon | 2017.9 - 2018.2

- Worked as part of a team consisting of architects and CG artists to produce real-time 3D visualization for architecture design and immersive environment utilizing virtual reality.
- Conducted researches on VR interactivity and prototyped interactive equipment for testing.
- Conceptualized and executed the innovative game concepts.

Unity3D, C#, MAYA, Hardware Prototyping

### VR/AR Specialist, VR Development Instructor | Harvard Innovation Lab | 2017.2 - 2017.8

- Advised the lab on AR/VR program management to promote its community and service to entrepreneurs and industry partners.
- Offered office hours to advise and support student entrepreneurs to utilize and implement AR/VR technology. Created customized curriculum and taught Unity and modeling skills for AR/VR development for students.

Unity3D, C#

## **Co-founder and CDO | Luccia Inc. | 2016.9 - 2017.8**

### **Venture Incubation Program, Harvard Innovation Labs**

- Explore use scenarios of the emerging AR/VR technology in the field of education, psychology, mindfulness, and mental health for the elderly market and conduct fast prototyping with Unity respectively.
- Led a team of seven, consisted of software engineers, developers, and educators, to develop the prototype of a VR learning app for online education platform, and a VR campus tour of Harvard Business School.
- Pitched to over 20 faculties and staff including the Dean of Harvard Business School(HBS). Demoed at conferences including Harvard Education Forum and HBS Digital Transformation Summit; received intent to pilot from Harvard Language Center, HBS Communication & Marketing, HBS admissions and Harvard i-labs.
- Finalists on top 8 of 500+ entries for the 2017 Harvard Pitch Competition attended by over 900 audiences, circled \$300k from 3 VCs.

### **Unity3D Development, Strategy Design, Product Management**

## **VR Developer, UX Designer | VIACOM | 2016.5 - 2016.8**

- Worked within Viacom NEXT, an R&D team that explores VR/AR to extend the company's existing business.
- Led design and prototyped demos for a data-driven online shopping experience in virtual reality.
- Built a functioning prototype of MR toolsets on Microsoft HoloLens for the collaborative working environment.
- Working with our industry partners, conducted research and run tests of live music performance in VR using volumetric capturing technology.

### **Unity3D, User Experience Research**

## **OTHER EXPERIENCE**

### **Mentor | MIT Reality, Virtually, Hackathon | 2017.10.6-9**

- Advised teams define workflow, generate ideas, solve implementation issues and develop final presentations.
- Provided guidance and helped hackathon teams and participants break through conceptual, technical, design and process roadblocks.

### **Researcher | Harvard Responsive Environments & Artifacts Lab (REAL) | 2016.2 - 2017.5**

- Principal designer and developer of Counterclockwise-VR project of joint research conducted by the Department of Psychology at Harvard University and the REAL lab.
- Worked with a group of PhDs and postdocs on the VR version of well-known psychology research – Counterclockwise with Prof. Ellen Langer, using Virtual Reality technology to improve physical performance and psychological health of the elderly with restricted mobility.
- Designed and prototyped a data-based AR gamified heads-up display system for vehicles to optimize people's driving behaviors and to enhance perceptions for car drivers in the city of Bergamo, Italy.

### **Co-founder | Harvard AR/VR Student Alliance | 2016.9 - 2017.5**

- Co-founded Harvard AR/VR Student Alliance which is an university-wide student group with ~800 members and officially recognized by the University.
- Partnered with Harvard Innovation Lab and supported by the Harvard Business School, we planned and founded the AR/VR Studio which provides training courses, equipment and other resources for the Harvard Community.
- Co-organized the HUBWeek "HAR/VRD" at Harvard Innovation Lab to present the exploration and education of the AR/VR ecosystem.

### **Researcher | Archi-Union | 2014.7-2015.1**

- Led a team of 5 to design and construct a non-regular shaped masonry pavilion.
- Develop the program to generate structurally self-optimized masonry structure.
- Designed and prototyped a full-automated brick delivery system working with KUKA robotic arms.
- Designed and prototyped the sensor array system and the visualization program for wind tunnel tests of the environmental performance of architecture.

## **Architect | PTW Architects | 2014.2 - 2014.8**

- Focused on building design from schematic design to detailed design.
- Worked with engineers to create dimensional correct and structurally-reasonable design plans and coordinated the building process with developers and constructors.

## **Research Associate | Tongji University - College of Architecture and Urban Planning Tongji | 2013.7-2013.10**

- Worked as the technical lead of a team of 7 to design and prototype the interactive art installation *Robotic Emotion*.
- Exhibited *Robotic Emotion* at DADA 2013, 798 Art Zone, Beijing.

## **Architect | été lee et associés Architectes urbanistes | 2011.8 - 2013.4**

- Created building designs from concept to schematic design.
- Developed programs and work procedures to improve the company's design capabilities by utilizing newly emerging technology including parametric design tool and real-time 3D visualization.

## **SKILLS**

**Programming** | C#, Unity3D, Shader programming(CG), HTML, CSS, Javascript, Processing, Java

**AR/VR Development** | HTC Vive, Apple ARkit, Microsoft HoloLens, WebVR(A-frame), Oculus Rift, Vuforia, GearVR, Daydream, Cardboard

**Design** | Adobe Creative Suite, Sketch, Balsamiq

**3D** | Maya, Rhinoceros, Keyshot, SketchUp, CAD, Cinema4D

**Hardware Prototyping** | Arduino, Raspberry PI

## **HONORS AND AWARDS**

### **2017 Harvard Forum**

#### **Pitch Competition Finalists - 8 out of 500+**

Team shortlisted in top 8 of over 500+ entries for the 2017 Harvard China Pitch Competition  
Presented: LUCCIA VR — a VR solution for augmented online education.

### **2016 MIT Hacking Art**

#### **First Runner-Up**

Lead designer and programmer of the team.

Presented: Chi: Created a VR experience that guides the user through the moves of tai chi and also helps illustrate the abstract concept of chi.