

Shirley Xiaolei Huang

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EDUCATION

New York University New York, U.S.A. Expected May. 2019

Master of Fine Art, Game Design

- Tisch School of the Arts scholarship

New York University Shanghai Shanghai, China Sept. 2013 – May. 2017

Bachelor of Science, Interactive Media Arts GPA 3.75/4.0

Minors: Computer Science, Web Programming and Applications

- Latin Honors Cum laude
- University Honors Scholar & Founders' Day Award
- Dean's List for Academic Year, 2016

EXPERIENCE

Creative (Art) Intern at Energy BBDO Shanghai, China Jan. 2017 – Feb. 2017

- Worked with the team to brainstorm creative concepts, conducted research on client consumers and designed visual assets for various advertising pitches.
- Designed layouts and mock-ups for social media campaign pages and web applications.

Web Development Intern at Oriental DreamWorks Shanghai, China Jul. 2015 – Aug. 2016

- Supported the maintenance of the internal info system with Play Framework (Java) and Python.
- Developed a web-based people matching game for the company internal people directory page.
- Design and created a short animation that demonstrate the role of the info structure department in an animation company.

Computer Science Tutor at New York University New York, U.S.A. Oct. 2015 – May. 2016

- Assisted students in the *Intro to Computer Programming* course with weekly Python assignments and exam reviews.

Lab Assistant at New York University Shanghai Shanghai, China Sept. 2014 – Jun. 2015

- Helped students with their Interactive Media Arts course projects on coding and creative software.
- Designed posters for student events held by the Interactive Media Lab.
- Guided the students in using the equipment in the Interactive Media Arts lab such as the laser cutting and 3D printing.

Graphic Design Intern at League X Shanghai, China Sept. 2014 – Jan. 2015

- Designed graphics and layouts on printed media such as posters and booklets.

AWARDS & ACCOMPLISHMENT

Best User Experience Award in Google Girls Hackathon, 2017

- Project Nebula-na: Designed and implemented an application that visualized a forum data in a form of a nebula.

2nd Prize in NYU Shanghai Hackathon, 2014

- Designed and prototyped a web application that allows the user to post request of shared resources such as study room, delivery.

SKILLS

Visual Design, Game design/development, AR/VR experience development, Web design/development, UX Design, Creative Coding, Illustration

- High proficiency in Adobe Creative Suite (Photoshop, Illustrator, Premiere, Aftereffects, InDesign)
- Coding Language: C#, Java, JavaScript, HTML/CSS, Python
- Application Frameworks: Unity, Processing, openFrameworks, Arduino
- 3D modeling & animation: Maya, Blender
- Language proficiency: Fluent English, Native Chinese Speaker, Japanese