

## Shirley Xiaolei Huang

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### EDUCATION

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

**M.F.A. in Game Design**

- Tisch School of the Arts scholarship

**New York University Shanghai** Shanghai, China & New York, U.S.A. Sept. 2013 – May. 2017

**B.S. in Interactive Media Arts GPA 3.75/4.0**

Minors: Computer Science, Web Programming and Applications

- Latin Honors Cum laude / University Honors Scholar / Dean's List for Academic Year 2016

### EXPERIENCE

**AR/VR User Experience Research Intern at NVIDIA** Durham, U.S.A. Jun. 2018 – Aug. 2018

- Design and develop user-centered AR/VR interfaces using game engines with C++ and JavaScript.
- Conduct user experience research for future AR/VR devices.

\*Online demos are viewable upon request

**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. 2016 – 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.
- Designed and created a short animation that demonstrates 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 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 posters and booklets for clients in Illustrator and InDesign.

### AWARDS & ACCOMPLISHMENT

**Group Exhibition "Room V" at Shanghai Modern Art Museum** May. 2018 – Jun. 2018

- **Escape the Cage VR** [shirleyhuang.me/#the-cage](http://shirleyhuang.me/#the-cage) : An VR escape-the-room experience that questions the relationship among our mind, the virtual world and the reality in the form of a game.

**Best User Experience Award** in Google Girls Hackathon, 2017

- **Project Nebula-na**: An application that visualizes large amount of forum post data, using a nebula-like graph and various other data visualization methods to facilitate effective analysis of the topic distribution and sentiment of the user posts. My role in team: UX designer & Front-end developer.

### SKILLS

Interaction Design, 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#, JavaScript, HTML/CSS, C++, Java, Python, HLSL
- Application Frameworks: Unity, SteamVR, OpenGL, openFrameworks, Processing
- 3D modeling & animation: Maya, Blender
- Language proficiency: Fluent English, Native Chinese Speaker, Japanese