

WORK EXPERIENCE

MIT Media Lab, Fluid Interfaces Group

Apr 2016 - Apr 2017

Visiting Researcher | Tactile AR and VR Experience

Cambridge, USA

TreeSense: tactile VR system that integrates Electronic Muscle Stimulation (EMS) to enhance body ownership illusion and empathy building in virtual environments.

- Design and developed the experience in Unity(C#) and the sensory stimulation system with EMS and Arduino.
- Covered by [FastCompany](#), [Wired Italy](#) and [Prosthetic Knowledge](#)
- Art Council of MIT (CAMIT) Grant recipient.

TreeVR : sensory VR film that transform user into another life form with an automatic system alternating sensory stimuli featuring sound, haptics, scent, temperature and wind.

- Presented at [Sundance Film Festival 2017](#), [TriBeCa Film Festival 2017](#), TED 2017
- Covered by [New York Times](#), [Creator's Project](#), [Forbes](#), [The Verge](#), [Observer](#), [TechCrunch](#), etc.
- [HTC Vive VR for Impact](#) recipient, in collaboration with [Intel](#), [Nvidia](#) and [Subpac](#)

wonder-LAND: AR pop-up book system that encourages explorative learning by enabling kids to uncover and experiment the invisible secrets of the world from new perspectives and scales

- Conducted ethnography research with kids, parents, educators and designers.
- Conceived the concepts, developed prototypes with Unity(C#) and GearVR.
- Brita-Stina Norderstedt Grants recipient.

Samsung Research America (SRA), Think Tank Team

Mar 2015 - Aug 2015

HCI Research Intern | [Project SPOT - Motion Sensor and Touch System](#)

Mountain View, USA

- Conceived the system enabling spacial creation, connection and control for IoT system in home and business scenarios.
- Designed and developed different concepts and user interfaces on Android mobile, wearable and TV.
- Presented at IFA 2015 and 2016, SDC 2016, piloted in Samsung stores in Korea and NYC.
- Commercialized as [Motion Sensor Touch Solution in Samsung SMART Signage products](#), and filed [patent US 20170054569](#)

Designit

Sep 2014 - Jan 2015

User Experience Intern | [IoT System for Gardena \(Husqvarna\)](#)

Copenhagen, Denmark

- Formulated the service design journey and detailed user experience for the IoT system.
- Designed and prototyped the user interfaces for the mobile app, available on [Google Play](#).
- Commercialized the final design as the [Gardena Smart System](#).

Baidu Institute of Deep Learning (IDL)

Jun 2014 - Sep 2014

HCI Research Intern | [3D Stylus - AR Controller for 3D interaction](#)

Beijing, China

- Conceived a novel design of the AR controller for 3D input and its applications in urban planning, medical and education.
- Developed prototypes for Android devices with image recognition and augmented reality.

Tencent

Jun 2012 - Sep 2012

Interaction Design Intern | [Qzone](#)

Shenzhen, China

- Designed user interfaces (blog, album and timeline) for Qzone
- Formulated design exploration on a new version of Qzone.

EDUCATION

Umeå Institute of Design, Umeå University

Sep 2013 - Jun 2017

Interaction Design, Master of Fine Art

Sweden

- User Experience Design, Service Design, Ethnographic Research, Storytelling
- HCI Research, Prototyping and Development (VR, AR, Arduino, Android), Video Prototyping

Zhejiang University

Sep 2009 - Jun 2013

Industrial Design, Bachelor of Engineering

China

- Product Design, Tangible Interaction Design, User Interfaces Design
- Computer Science, Design Prototyping(Paper, Arduino, Processing)
- GPA 3.85/4.0 (1st out of 50), China's National Scholarship recipient

SKILLS

Programming	Arduino, Processing, Java, Android Development, C#, C, C++(basic)
VR/AR Prototyping	Unity3D (C#), Leap Motion, Vuforia
Video & Animation	Premiere, AfterEffects, Audacity, ScriptWriting, Video Shooting
UI Prototyping	Framer.js, Proto.io, Axture
Graphic	Photoshop, Illustrator, Indesign
3D Modelling	Rhino, Cinema 4D, Maya(basic), V-ray
Other	User-Centered Design, Ethnography Research, Storytelling

EXHIBITION

Sundance Film Festival, New Frontier, 2017

TriBeCa Film Festival, VR Arcade, 2017

TED Show, The Future You, 2017

HumLabX Exhibition, The Future of Home, 2016

AWARDS

Reddit Design Award Winner, 2014 & Reddit Design Award Honorable Mentions 2014

Core77 Award Student Notable, 2014, both Interaction Design and Soft Goods categories

OzCHI 24h Design Challenge Winner, 2013

Reddit Design Award Winner, 2012

GRANTS & SCHOLARSHIPS

HTC Vive VR for Impact Grant 2017

CAMIT Grants (Council for the Arts at MIT), 2016

Brita-Stina Norderstedt Grants, 2015

Umeå University Full Scholarship , 2013-2017

China's National Scholarship, 2012