

theuniqueeye.com
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I am a designer and creative developer located in California and Shanghai, with five years of experience in human-computer interaction & user experience design and three years of experience in augmented reality & virtual reality.

Education

University of California, Santa Barbara
MS Media Arts and Technology, 2015-2018

Visual & Spatial Design
Sketch, Invision, Principle, Maya, Substance, Adobe Suite

Tongji University, Shanghai, China
BA Advertising, 2010-2014

Software Development
Unity, Android, Java, C++, HTML & CSS, Processing, Arduino

Professional Experience

Lead UX Designer, D2 Nova, Santa Barbara, CA | 10.2019-Present

Design and ship Contact Center web interface and a PC client for agents

- Work with stakeholders to gather requirements and translate them into product solutions.
- Oversee user studies and market research, integrate insights to the design process.
- Formulate design concepts and approaches.
- Deliver wireframes, interface mockups, and interactive prototypes with the design team.

Interaction Designer, D2 Nova | 07.2017-10.2019

Designed and shipped a Cloud-based PBX PC client and upgrade overall user experience

- Propose feature structure, define user flows, sketch out wireframes.
- Design high-fidelity interface mockups, create interactive prototypes.

"Data Visualization" Course Instructor, UCSB SST | 08.2016-10.2016

Instructed a workshop-based course on data visualization and creative programming

- Lectured on data visualization, visual design principles, and Java programming.
- Supervised student projects.

Digital Media Intern, Shanghai Himalayas Museum | 07.2014-01.2015

Developed content for exhibition promotion and local educational programs

- Designed graphic materials for exhibition promotion through media platforms.
- Developed content for educational programs in local schools & communities.

Project Experience

Reincarnation, Virtual Reality Recreation of Yves Tanguy's World | 2018-2019

A virtual art experience that invites audiences into a surreal symbiosis of abstract creatures.

- Transformed French surrealist painter Yves Tanguy's paintings into virtual reality.
- Designed an agent-based spatial narrative.
- Formulated a surreal aesthetic for visual, motion, audio, and interaction.

Biometric Visceral Interface & Biometric Perception Interface | 2018-2019

A set of soft robotic prosthetics that enhances affective interpersonal communication.

- Designed and manufactured a set of BPI interfaces, interaction mechanisms, and air pneumatic Choker components.
- Developed a virtual reality environment for remote sensing and visualization.



Android Mobile App “PaperTown” | 2017

A location-based story sharing application | On Google Play

- Identified user needs and using scenarios and iterate design based on user tests.
- Created product framework and designed clickable mockups in Adobe XD.
- Developed interfaces and interactions in Android Studio.

Augmented Reality Navigation App | 2016

Intuitive wayfinding experience, Immersive store info display

- Implemented store image tracking using the Vuforia.
- Extracted real-time store data using the Google Place API.

Visual Identity Design for MAT End of Year Show | 2016

“White noise” a state between order and chaos, a possibility between meaning and nonsense a womb for new signals, and a graveyard of broken pieces.

- Developed a generative design concept for the visual identity and use image processing techniques to generate noise texture as the key design elements.
- Delivered exhibition materials, including website, 120-page catalog, posters, postcards, wall signages, maps, and labels.

Data Visualization “Life is Elsewhere” | 2016

Visualizing Instagram users' geographical changes and social connections.

- Designed a space-time-galaxy-cube model for visualization.
- Extracted and parsed over 200 users' data using Instagram APIs.

Publication

“Reincarnation: Virtual Reality Recreation of Surrealist Paintings” | 07.2019

Jing Yan, Mengyu Chen - SIGGRAPH 2019, Los Angeles, CA

“Biometric Visceral Interface: A Soft Robotic Immersive System for Extended Perception” | 06.2019

Mengyu Chen, Jing Yan, Yin Yu - ISEA 2019, Gwangju, South Korea

“Biometric Perception Interface: A Multisensory Soft Robotic Agent for Affective Social Interaction” | 03.2019

Mengyu Chen, Jing Yan, Yin Yu - HAID 2019, Lille, France

Exhibition & Conference

BAM Teknopolis, Brooklyn Academy of Music, Brooklyn, NY | 02.2020

Geneva International Film Festival, Geneva, Switzerland | 11.2019

Siggraph, Immersive Pavilion, Los Angeles, CA | 07.2019

Currents New Media Festival, El Museo Cultural de Santa Fe, Santa Fe, NM | 06.2019

MADE, California NanoSystems Institute, Santa Barbara, CA | 06.2019

Haptic and Audio Interaction Design, Inria, Lille, France | 03.2019

Invisible Machine, California NanoSystems Institute, Santa Barbara, CA | 06.2018

Re-habitation, California NanoSystems Institute, Santa Barbara, CA | 05.2017

White Noise, California NanoSystems Institute, Santa Barbara, CA | 05.2016

Computation & Expression, Art, Design & Architecture Museum, Santa Barbara, CA | 06.2016



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我是一名设计师和创意开发者，目前活跃于加州与上海两地。在人机交互与用户体验设计方面，拥有5年的专业设计经验。在虚拟现实以及增强现实方面，拥有3年的项目开发经验。

教育背景

加州大学, 圣塔芭芭拉分校 (UCSB)
理学硕士 媒体艺术与科技(MAT), 2015-2018

视觉 & 空间设计
Sketch, Invision, Principle, Maya, Substance, Adobe Suite

同济大学, 上海
文学学士 新闻传播与广告学, 2010-2014

软件开发
Unity, Android, Java, C++, HTML & CSS, Processing, Arduino

职业经历

用户体验设计主管, D2 Nova, Santa Barbara, CA | 10.2019-至今

主导设计并交付客服中心的Web管理界面与PC客户端软件

- 收集相关利益者需求，转化为产品解决方案
- 监督目标用户研究，竞品市场分析，将产品洞察整合到设计过程中
- 制定整体设计方案，用户使用流程，并主导设计团队进行界面交互模型的制作与交付
- 优化现有网站信息架构与用户体验，使用户转化率增长30%

交互设计师, D2 Nova | 07.2017-10.2019

设计并交付云端PBX的PC客户端软件，并主导提升整体用户体验设计

- 主导产品的功能架构，定义用户使用流程，绘制界面线框图
- 设计高保真界面模型，创建产品交互原型，并对开发测试版本进行视觉与交互走查

“数据可视化”课程讲师, UCSB SST | 08.2016-10.2016

开设项目课程，教授数据可视化，视觉设计原理与Java语言编程，并指导学生作品

数字媒体实习生, 上海喜马拉雅美术馆 | 07.2014-01.2015

为展览宣传及当地学校的教育项目，进行媒体内容及视觉材料的设计

项目经历

Reincarnation, 超现实主义画家Yves Tanguy笔下世界的虚拟现实重构 | 2018-2019

一场邀请观众加入抽象生物的超现实共生之中的虚拟艺术体验

Biometric Visceral Interface & Biometric Perception Interface | 2018-2019

促进增强人与人之间情感交流的软体机器人义肢设计

Android手机应用“PaperTown” | 2017

基于位置的故事共享应用程序 | 在Google Play上下载

基于增强现实的手机导航应用 | 2016

直观的寻路体验，与身临其境的商店信息显示

MAT年度展的展览视觉识别系统设计 | 2016

基于“白噪声”概念的整套展览视觉系统，包含网站、作品目录、海报、明信片、墙标、地图

数据可视化作品“Life is Elsewhere” | 2016

通过数据可视化来探索Instagram用户的地理位置变迁与其社交关系



出版物

“Reincarnation: 超现实主义绘画的虚拟现实重构” | 07.2019

Jing Yan, Mengyu Chen - 美国计算机图形专业组(SIGGRAPH) 2019年度会议, 洛杉矶, 加州

“Biometric Visceral Interface: 用于扩张感知的软体机器人沉浸式系统” | 06.2019

Mengyu Chen, Jing Yan, Yin Yu - 国际电子艺术研讨会(ISEA) 2019, 光州, 韩国

“Biometric Perception Interface: 用于情感式社会互动的多感官软体机器人” | 03.2019

Mengyu Chen, Jing Yan, Yin Yu - 触觉与声音交互设计国际研讨会(HAID) 2019, 里尔, 法国

展览 & 研讨会

BAM Teknopolis互动技术展, 布鲁克林音乐学院, 布鲁克林, 纽约 | 02.2020

日内瓦国际电影节, 虚拟领土, 日内瓦, 瑞士 | 11.2019

美国计算机图形专业组(SIGGRAPH) 2019年度会议, 沉浸式展馆, 洛杉矶, 加州 | 07.2019

Currents新媒体艺术节, 圣塔菲文化博物馆, 圣塔菲, 新墨西哥州 | 06.2019

MADE, 加州纳米系统研究所, 圣塔芭芭拉, 加州 | 06.2019

触觉与声音交互设计国际研讨会(HAID), Inria, 里尔, 法国 | 03.2019

Invisible Machine, 加州纳米系统研究所, 圣塔芭芭拉, 加州 | 06.2018

Re-habitation, 加州纳米系统研究所, 圣塔芭芭拉, 加州 | 05.2017

White Noise, 加州纳米系统研究所, 圣塔芭芭拉, 加州 | 05.2016

Computation & Expression, 艺术, 设计&建筑博物馆, 圣塔芭芭拉, 加州 | 06.2016