

theuniqueeye.com
theuniqueeye@gmail.com

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, C#, Java, HTML & CSS, Processing, Arduino

Professional Experience

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

Build up a design team and lead design on Contact Center products.

- Develop a UX design team that can deliver high quality and consistent design results.
- Formulate a design process includes market analysis, customer research, information architecture, user flow, wireframe, interface, and prototype design.
- Deliver key design projects on time with effective results, including:
 - new client app design for Call Center agents
 - web interface design for CRM contact knowledge
 - website renewal design (Improved the sales lead qualification rate over 30%)

Interaction Designer, D2 Nova | 07.2017-10.2019

Designed and shipped a Cloud PBX Calling app and improve overall user experience of the Admin website.

- Worked with stakeholders to gather requirements and translate them into product solutions.
- Proposed the architecture, defined user flows, and designed interface wireframes.
- Delivered high-fidelity interface mockups, and created 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.

Project Experience

Aura! Aura! - Augmented Reality Art Experience | 2020

An augmented experience for people to explore and interact with artworks from home

- Collaborate with a visual artist on creating the augmented reality experience.
- Design interactive systems to place virtual characters and draw patterns in space.
- Design the user experience & interfaces and develop the app in Unity.

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 and developed 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

- Researched on user needs and scenarios, and integrated insights into design.
- Defined app framework and designed clickable prototypes in Adobe XD.
- Developed app interfaces and interactions in Android Studio.

Augmented Reality Navigation App | 2016

Intuitive wayfinding experience, Immersive store information display

- Designed the info display and interaction patterns in augmented reality.
- Prototyped the store searching and displaying using Vuforia and Android Studio.
- Extracted real-time store data using the Google Place API.

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