

LUQI NIE

Interaction Designer + Creative Technologist

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EXPERIENCE

UX Designer - Reality Virtually Hackathon

01. 2019 MA, US

- Selected from approximately 1600 worldwide applicants to participate in the XR hackathon hosted by MIT Media Lab.
- Designed and built interactions with unity for 6DoF XR experience in the Crane project.

Tutor Specialist - Parsons School of Design

10. 2017 - 05. 2018 NY, US

- Assisted BFA Communication Design students with coursework in Creative Computing and Web Advanced: Javascript session.

Front-end Engineer Intern - Chuangqi Technology

07. 2016 - 08. 2016 SHANGHAI, CHINA

- Rapid prototyped for the new version of user interfaces. Programmed responsive front-end interfaces for missions page, mall page, shopping list function, item details page, address page.
- Supported UX team for optimizing user experience, provided suggestions to product department.

Front-end Engineer - Pleasing Dining: A Food App

01. 2016 - 04. 2016 SHANGHAI, CHINA

- Pleasing Dining cooperated with school canteen to provide a booking system and nutrition plan for students, and attended Students Innovation Training Program at Tongji University.
- Independently programmed interactive front-end interfaces for the high-fidelity prototype of the App.

Project Leader & UI/UX Engineer - YI YAN

04. 2015 - 08. 2015 SHANGHAI, CHINA

- Designed the web framework, content, and user interfaces for Yi Yan, an online platform for language exchanging through cooperative readings. And built most of the pages with Bootstrap.
- Gave the presentation and lead the project to win a second prize out of 196 participating projects in the 8th National Collegiate Computer Design Competition (Web Design).

EDUCATION

Parsons School of Design

08. 2017 - NOW (EXPECTED 06.19) NY, US

Design and Technology, MFA
GPA: 3.87 (current)

Tongji University

09. 2012 - 07. 2017 SHANGHAI, CHINA

English, BA

Intensive German Training (2015 - 2016)

University of California, Los Angeles

08. 2016 - 09. 2016 LA, US

Summer Session

SKILLS

UX Design

User Interview | Survey | Data Analysis User
Journey Map | Persona & Scenario
Interactive Prototyping

Visual Design

Illustration & UI graphics
Photoshop | Illustrator
InDesign | Sketch

Programming

HTML | CSS | JavaScript (10000+ lines)
AngularJS | Bootstrap | d3.js
openFrameworks | Processing | Arduino
Unity 2D/3D | ARkit

Motion Design

Premiere | After Effects | Principle

3D Modeling

MAYA | C4D | Keyshot