

LUQI NIE

Interaction Designer + Creative Technologist

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EXPERIENCE

Tutor Specialist - Parsons School of Design

10. 2017 - 05. 2018 NY, USA

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

Front-end Engineer Intern - Chuangqi Technology

07. 2016 - 08. 2016 SHANGHAI, CHINA

- Cooperated in the redesign of responsive interfaces. Developed missions page, mall page, shopping list, items page and address page for the shopping function.
- Supported UX team for optimizing user experience, provided suggestions to product development.

PROJECTS

UX Designer - MIT Reality Virtually Hackathon

01. 2019 MA, USA

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

Front-end Engineer - Pleasing Dining App

01. 2016 - 04. 2016 SHANGHAI, CHINA

- Pleasing Dining is a mobile App, which cooperated with school canteen to provide a booking system and nutrition plan for students, and attended Students Innovation Training Program at Tongji University.
- Independently developed front-end interfaces for the App.

Project Leader & UI/UX Engineer - YI YAN

04. 2015 - 08. 2015 SHANGHAI, CHINA

- Designed the content, and user interfaces for YI Yan, an online platform for language exchanging through cooperative readings. And built core functions and interfaces with Bootstrap framework.
- Selected to enter the 8th National Collegiate Computer Design Competition (Web Design) based on "best web design" in school.
- Gave the presentation and led the project to win a second prize out of 196 participating projects in the competition.

EDUCATION

Parsons School of Design

08. 2017 - NOW (EXPECTED 05.19) NY, US

MFA, Design and Technology, STEM Eligible

GPA: 3.87

Tongji University

09. 2012 - 07. 2017 SHANGHAI, CHINA

BA, English Language and Literature

Intensive German Training (2015 - 2016)

University of California, Los Angeles

08. 2016 - 09. 2016 LA, USA

Summer Session 2016:

Entrepreneurship and New Product Development,
Social Linguistics

TECHNICAL 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 | Daydream

Motion Design

Premiere | After Effects | Principle

3D Modeling

MAYA | C4D | Keyshot