

# Mingyue Chen

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## EDUCATION

**New York University, Tisch School of the Arts, NYC**

May 2023 (expected)

Bachelor of Fine Arts - BFA, Interactive Media Arts (IMA) • GPA: 3.75

## WORK EXPERIENCE

**BIGmind Innovation**, Shanghai

*Digital Interaction Intern*

Jul 2021 - Aug 2021

- Independently design the digital human Fyna with Unreal Engine (Unreal for character design & animation targeting, 3D Draper for dynamic costume design, Live Link Face for motion capture)
- The digital human work was reported by Xinhuanet, China's largest news agency

**TRASHAUS**, Shanghai

*Product Design Intern*

Apr 2021 - Jun 2021

- Provide sustainable branding design solutions, including packaging, posters, and peripheral products for retail companies (Alipay, Unilever, Raw J, etc)
- Introducing Trashaus's plastic recycling machines to employees at IKEA Shanghai headquarters on Earth Day. Help the employees to recycle waste plastic bottles and upgrade them into small accessories

**WAVELENGTH**, Shanghai

*Exhibition Design Intern*

Sep 2020 - Mar 2021

- Use Sketchup and TouchDesigner to develop commercial interactive installations for *NEO Golden Age* exhibition at Shanghai Modern Art Museum and *At the Moment* exhibition at Beijing Times Art Museum
- Assist the exhibition designer in designing exhibition ground planning, rendering model pictures, and setting up final exhibitions

**teamLab Borderless**, Shanghai

Jul 2020 - Sep 2020

*Public Relation Intern*

- Use MikeCRM to design and distribute 1,000 questionnaires for improving the museum facilities
- Responsible for teamLab's social media accounts: Weibo (3500 followers) and Instagram (1300 followers). Regularly post information about museum artworks and interact with followers

## SELECTED PROJECTS

**The Last Survivor**

*Interactive Installation Designer*

Fall 2021

An interactive installation intends to reflect the catastrophic human activities leading to environmental issues

- Tools: Unity, Arduino, Projector, Illustrator, Laser Cutter, Woodcraft
- Presented in ITP/IMA Winter Show 2021

**Untitled**

*Furniture Designer*

Spring 2021

A plastic upcycling chair designed for the school cafeteria

- Tools: CNC Machine, Precious Plastic Machine, Illustrator, Woodcraft
- Presented in ITP/IMA Spring Show 2021

## ACTIVITIES

2022 Hack NYU, App EasyAllergy - Health and Wellness track winner, UI/UX Designer

2021 NYU Diversity Art Festival, Exhibitor

2020 Shanghai MakerFaire, Exhibitor

## SKILLS

Adobe Creative Suite  
Rhino 3D  
Sketchup  
Marvelous Designer  
Figma

HTML&CSS  
Arduino  
TouchDesigner  
Unity  
P5.js  
Python

Interaction Design  
Installation Design  
Product Design  
Prototyping  
Physical Computing