Qiqi Feng

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EDUCATION

2019 — **Master of Entertainment Technology**
Entertainment Technology Center, Carnegie Mellon University

2016 — **Bachelor of Art in Studio Arts & Art History**
University of Pittsburgh

WORK EXPERIENCES

April 19-Present — **UI / UX Designer**
PHRQL (Pittsburgh, PA)
Developing design system for FoodScriptionTM application; co-ordinating with product manager, front-end and back-end developers to implement the design

April 19-Present — **UX Designer & Lead Artist**
LittleMoochi (Pittsburgh, PA)
Ideating and visualizing design ideas in internal team; Producing concept, character and UI arts for LittleMoochi, a mobile app by a CMU student-initiated startup team

Mar-Jul 2017 — **Graphic Design Intern**
China Resources Vanguard Co., Ltd. (Shenzhen, China)
Produced layout and contents for the retailer's mobile app;
Assisted the Lead Designer with photographing and editing images

Jun-Aug 2016 — **Analyst Intern**
FreeS Fund (Beijing, China)
Assisted the investment team with the lifestyle market research;
Participated in consulting and evaluating start-up companies

ACADEMIC PROJECTS

Fall 2018 — **Artist & Interaction Designer,** *Pupil*
Entertainment Technology Center, Carnegie Mellon University
Created prototypes on customized pass-through VR platform to explore possible use cases of AR in future classrooms in an interdisciplinary team

Spring 2019 — **UX Designer & UI Artist,** *Catnip*
Independent Study, Carnegie Mellon University
In a team of 2, prototyping a minimalist and entertaining personal finance mobile app by incorporating a cat-raising gameplay experience

Fall 2017 — **Artist & Game Designer,** *Building Virtual World*
Entertainment Technology Center, Carnegie Mellon University
Designed and developed five 5-10 min experiences on various platforms (Hololens, Vive etc.) in rapid rounds in interdisciplinary teams

Spring 2015 — **Curatorial Assistant,** *Exhibition^3: Documenta 5, Harald Szeemann, the Artists*
University Gallery, University of Pittsburgh
Planned and installed the exhibit in collaboration with Independent Curators International (ICI) in the Museum Studies Seminar student team

EXTRA CURRICULUM ACTIVITY

Jan 2018 — **Artist & Game Designer,** *Catch'em*
Global Game Jam @ Pittsburgh NOVA Place
Developed a competitive two-player game in the span of a weekend in a team of 5;
Winner of "Jammers Choice" award

SKILLS

Languages
Mandarine Chinese: Native
English: Proficient

Technical Skills
Adobe Creative Suite workflow (Photoshop, Illustrator, Indesign, Premiere, After Effects)
Prototyping (Adobe XD, Sketch, InVision)
Python (novice proficiency)