

Mikei Huang

3D UX Designer

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EXPERIENCE

Verizon (Sep 2017-Current)

3D UX Designer

Conceptualize, design and prototype 360 and ARVR products for Verizon and Oath brands (Yahoo, AOL, RYOT). Research and build 3D UX for Envrmt's engine.

Viacom (Jun 2017-Aug2017)

Viacom VR Fellowship

Researched and developed interactive music-focused VR game. Designed interactions, storyboards and game mechanics.

Panasonic (Dec 2016-Mar 2017)

Product Designer

Conceptualized new Panasonic product that combined wearable technology with IoT home devices. Designed wireframes, user flows, mobile prototypes, animations for SXSW.

Electronic Arts (May 2016-Aug 2016)

UX Design Intern

Standardized design guidelines for EA's internal tools. Researched and rapidly prototyped game dashboards for all EA titles.

Neilas Inc (Mar 2015-Aug 2015)

Graphic Designer

The Spoke Club (Nov 2012-Aug 2013)

Graphic Design Intern

VOLUNTEER EXPERIENCE

MFADT Thesis Committee (Sep 2016-May 2017)

Co-Chair

AWARDS

Viacom Music VR Fellowship

Panasonic Game Changer Catapult Award

Electronic Arts CTO Leadership Award

Amazon Audible The Future Of Listening Hackathon Runner Up

A+E Networks History Design Jam First Place in Most Creative

Deloitte Digital Design Challenge Runner Up of Design Challenge

EDUCATION

Parsons School of Design (2015-2017)

Master of Fine Arts (MFA)

Design & Technology, GPA 3.9

University of Toronto (2010-2014)

Honours Bachelor of Arts (HBA)

Visual Culture and Communications

Specialist, Communication Culture &

Information Technology Major

Sheridan College (2010-2014)

Certificate in Digital Communication,

Media and Multimedia

SKILL SET

User experience, interaction design, ARVR prototyping, game development, motion design, 3D modeling, physical computing, sound design.

SOFTWARE / LANGUAGES

Adobe Creative CC, Adobe XD, Sketch, Flinto, Invision, Unity 3D, Cinema 4D, Maya, Arduino, HTML,CSS, Javascript, Java, C#

PRESS

Mic (2017)

Yahoo (2017)

VR Scout (2017)

Tencent (2017)

Wareable (2017)

EXHIBITION / SPEAKER

VR For Change Summit (2017)

SXSW Conference & Festival (2017)

Game Developers Conference (2017)

Immersive Storytelling Symposium (2017)

Games For Change Festival (2016)

Different Games Conference (2016)

NYC Media Lab Summit (2016)

Playcrafting Spring Expo (2016)

Playcrafting Winter Expo (2016)

Babycastles Gallery NYC (2016)

The New School Parsons Playtech (2016)

Game Devs of Color Expo Arcarde (2016)