

# MIKEI HUANG

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## DESIGNER + VR DEVELOPER

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## EXPERIENCE

### Viacom (Jun 2017–Aug 2017)

#### Viacom VR Fellowship

Developed an interactive VR game experience that reimagines music in new ways. Developed in HTC Vive and Oculus Rift + Touch.

### 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.

### Parsons School of Design (Sep 2016–May 2017)

#### Graduate Teaching Assistant

Teaching Assistant for graduate-level game dev and virtual reality courses that combine practical instruction in code, 3D modeling, animation, iterative engineering processes, usability design, and virtual reality prototyping.

### 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

Directed brand identity and generated marketing materials from publications to digital presentations. Directed web design and visual execution, maintaining the brand's digital presence.

### The Spoke Club (Nov 2012–Aug 2013)

#### Graphic Design Intern

## VOLUNTEER EXPERIENCE

### MFADT Thesis Committee (Sep 2016–May 2017)

#### Co-Chair

## AWARDS

Panasonic Game Changer Catapult Award  
Electronic Arts CTO Leadership Award  
Amazon Audible The Future Of Listening Hackathon 2016 Runner Up  
A+E Networks History Design Jam 2015 First Place in Most Creative  
Deloitte Digital Design Challenge 2015 Runner Up of Design Challenge

## EDUCATION

### Parsons School of Design (2015–2017)

Master of Fine Arts (MFA)  
Design & Technology

### 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 design, interaction design, motion design, product development, illustration, game dev, virtual reality, 3D modeling, physical computing, sound design.

## SOFTWARE / LANGUAGES

Adobe Photoshop, Illustrator, InDesign, Experience Design, Premiere, After Effects, Sketch, Axure, Flinto, Unity 3D, Cinema 4D, Maya, Unreal Engine 4, HTML/CSS, Javascript.

## 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)