Mikei Huang

3D UX Designer (XR)

🖥 www.mikeihuang.com
✉ hello@mikeihuang.com
in www.linkedin.com/in/mikeihuang

EXPERIENCE

Verizon (Sep 2017-Current)
3D UX Designer

Design XR (AR/VR/MR/360) applications and initiatives for Verizon 5G. Involve in design process from ideating, wireframing, user interface, visuals, interaction design, and rapid XR prototyping. Design lead for AR Designer Upload Manager.

Viacom (Jun 2017-Aug2017)
Viacom VR Fellowship

Developed interactive music-focused VR game from concept to completion. Created storyboards, 3D models, animations, game mechanics, interactive designs, and coded using Unity Game Engine.

realtor.com (Mar 2017-Apr 2017)
Product Designer

Designed new AR mobile product for on the go real estate discovery. Involved in research, wireframing, prototyping, and user testing new AR products.

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.

Milk Studios (Feb 2017)
VR Developer

Electronic Arts (May 2016-Aug 2016)
UX Design Intern

Neilas Inc (Mar 2015-Aug 2015)
Graphic Designer

The Spoke Club (Nov 2012-Aug 2013)
Graphic Design Intern

SELECTED PRESS & AWARDS

Auggie Awards Best Creator & Authoring Tool Finalist
Mic Multi Player: Perfect Eggplants Don't Exi-
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

Interaction design
User interface design
XR rapid prototyping
Visual communication
Storyboarding & wireframing
User research & usability testing

TOOLS

Design

Sketch, Invision, Flinto, Adobe Photoshop, Illustrator, XD, InDesign, After Effects, Maya, Cinema 4D

Prototyping

Unity, Unreal Engine, Arduino

Programming

HTML, CSS, Javascript, C#, Processing (Java), openFrameworks (C++)