

Zhixuan (Amber) Tan

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EDUCATION

University of Limerick 09/2024-05/2025

- Master Degree in Interaction and Experience Design

Major Courses: Digital Modelling and Animation, Virtual and Augmented Reality Design, Mobile Application Design, Foundations of Interaction and Experience Design

Beijing City University 09/2016-06/2020

- Bachelor Degree in Digital Media Art | GPA: 3.3/4.0 TOP15%

Major Courses: Fundamentals of Computer Applications, Digital Graphic and Image Design, Digital Media Technology, Digital Media Creative Performance, User Research

PROJECT DESIGN

Digital Reconstruction of Shanghai Pudong Library

Developed a user-end application integrating RFID chips from idle management systems to enhance functionality in public spaces.

Smart Vehicle Maintenance College Education Curriculum Development Project

Redesigned traditional teaching methods by utilizing 3D modeling and interactive touch tables to create innovative educational approaches.

Integration of NFTs and Cultural Products

Developed cultural products combining NFC chips and RFID technology, allowing users to collect NFTs conveniently via mobile phones, thereby promoting cultural heritage.

LEADERSHIP&ACTIVITIES

Design Project Manager | VR Spatial Design for CPC Memorial Hall

- Facilitated team communication.
- Coordinated design and technical team meetings.
- Delivered a VR interactive experience within a 200 sqm space, accommodating up to 5 players per group or 10 players per session, achieving 30-minute session turnovers, and maximizing commercial value.

Design Project Manager | VR Project for Zhou Mansion

- Collaborated with a technical team to address communication details.
- Coordinated design and technical team meetings.
- Overcame challenges in mapping complex terrain, such as staircases, and integrated haptic feedback devices to create a multi-sensory experience.

HONOURS&AWARDS

- Third Prize Scholarship of Beijing City University (15% academic merit), 2019-2020
- Winner of 2020 Tongji University Football T-shirt Design Competition, 08/2020

SKILL

- **Design:** Human-centered design, Interaction design, Experience design, Prototyping.
- **Technical:** Mixed reality (beginner level), Unity, Figma, Adobe Creative Suite, Blender, HTML Programming.
- **Research:** User research, Usability testing, Human-computer interaction methodologies.
- **Soft Skills:** Team collaboration, Cross-disciplinary communication, Problem-solving, Adaptability.

LANGUAGE

Language: Chinese (Native), English (Fluent)