Xiangrui Zeng

312-213-3072 | Brooklyn, NY
zengxiangrui1998@gmail.com
zengxiangrui.com

Education

New York University   New York, NY
Master in Interactive Telecommunication Program (ITP)   Sep 2021 - May 2023

School of the Art Institute of Chicago   Chicago, IL
Bachelor of Fine Arts in Art and Technology Study and Sound Design   Aug 2017 - May 2020

Experience

Independent Game Developer   New York, NY
Self-Employed   May 2023 - Present
"Mosquito Escape" Alt Ctrl Game: 2024 alt.ctrl.GDC Finalist
- developed an innovative alternative control game selected for exhibition at GDC 2024
- prototyped the game in Unity, designed and implemented the UI, developed post-processing shaders in Unity URP
- engineered a unique controller using Arduino, simulating mosquito wings to provide a novel interaction method

"I Wanna Be a Tree" Art Game: A MAZE./ Berlin 2024 Awards Nominee
- guided the project's aesthetic and narrative direction as art director
- produced and optimized 2D art assets and animations

Unannounced MR Music Game:
- played a pivotal role in the development of an innovative MR music game for the Quest 3 platform, leveraging the Meta Quest Interaction SDK
- prototyped five engaging levels, incorporating hand gesture recognition to facilitate intuitive gameplay mechanics
- crafted diverse visual effects and shaders, including stylized waterfalls and projectile shooting effects etc
- collaborated closely with musicians, programmers, and artists in a small team, bridging creative and technical realms to forge a unified game experience

Dual-X Indie Game Studio   New York, NY
Technical Artist   Dec 2023 - Jan 2024
- created a Maya auto-rigging tool that significantly improved the character animation workflow

Shanghai Himalayas Museum   Shanghai, China
Virtual Reality Artist   May 2021 - Jun 2021
- developed the first immersive, audio-interactive virtual reality artwork for HIMA Artverse, VR Museum

Shanghai Normal University   Shanghai, China
Interactive Design Instructor   Mar 2021 - Jul 2021
- gave one semester of lectures (15 weeks) to two classes that consist of 30 students each
- prepared lecture notes on Arduino prototyping and Processing programming
- assigned weekly homework, one midterm test and one final project for the class

ToMaster   Shanghai, China
Creative Technologist   Dec 2020 - May 2021
- led the creation of interactive installations and new media artworks, showcased across various malls
- innovated in sound visualization by writing custom code in Processing and organized my 3-day solo exhibition

Skills

- **Interactive Tools:** Unity 3D, Unreal Engine, Arduino, P5.js, Processing
- **Design:** Maya, Blender, Photoshop, Illustrator, CAD, Premiere
- **Music:** Logic Pro x, MaxMSP
- **Programming languages:** C#, C++, HLSL, Javascript, Python