

ZIYI (SUNNY) LIU

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EDUCATION

University of Chicago | *Master of Arts in Digital Studies & Extended Realities* | Chicago, IL 09/2024 – 05/2026 (Expected)

- Dean's Scholarship (\$22,500 Annually) | Courses: Human-Computer Interaction, Unity, Python, Visualization | GPA: **3.9/4.0**

The School of the Arts Institute of Chicago | *Bachelor of Fine Arts* | Chicago, IL 09/2019 – 05/2023

- Courses: Game Design (VR), 3D Animation, FX, Web Design, Illustrated Branding, Design Theory, Audio Effects

SKILLS

Programming: Python, JavaScript, HTML, CSS, C++, C#, C

UI/UX: Figma, Proto.io, Sketch, InVision, Adobe XD, Miro

Design: Unity, Blender, Maya, Adobe (AE, PS, PR, Illustrator)

Analysis: SQL, Google Analytics, Tableau, Hotjar

PROFESSIONAL EXPERIENCE

University of Chicago, ST AGE Lab | *Game Design Intern* | Chicago, IL 10/2024– Present

- **Design:** Created 5 level drafts in *Photoshop*, incorporating unique quantum physics concepts (e.g., quantum gates)
- **Prototyping & UX/UI:** Built and tested a functional prototype in *GameMaker* to evaluate gameplay mechanics; Optimized the coin system based on usability tests with **10** users, improving retention after the first level **by 20%**
- **Art Assets:** Designed **2 characters** (player and NPC); Illustrated **100+** assets in *Aseprite*, including maps and UI icons
- **A/B Testing & Engagement:** Implemented a ranking board, increasing second time replays by **15%**; Presented the game at **3+** countries (US, Japan, France), **5+** school events, engaging **2,000+** users and achieving an average rating of **4.7/5**

Yuanity Inc., Tomo Cafe | *2D Artist & Product Designer* | Remote 01/2024– Present

- **User Research:** Conducted **20+** interviews to analyze planning habits and create user personas (Young Animation Lover)
- **Design:** Developed product workflows (User Journal Mapping and Task Flow); Created **20+** low-fidelity wireframes and designed **60+** art assets using *Miro* and *Figma*; Crafted **2** virtual companion characters (personality, storyline, etc.)
- **AI:** Integrated GPT-4 API to tailor responses to users' inputs and companions' personalities, boosting exposure by **50% (20,000)**
- **Exhibition:** Attracted **3,000+** users and achieved **3rd place** on the Product Hunt's daily leaderboard daily product ranking

Shanghai Qibao Dwight High School | *Designer, IB Art TA, VR Club Mentor* | Shanghai, China 09/2023 – 03/2024

- **Branding:** Created posters, social media content, and videos for **5+** off-campus and **10+** on-campus activities; Led the 10th-anniversary branding project, designing logo, poster, promotion video, and booklets, increasing school application by **8%**
- **Education:** Delivered **15+** IB Visual Art lectures, live drawing demos and personalized student guidance to **20** students, with **50%** admitted to top 3 U.S. art program; Founded the school's VR club (9 club members), taught **10+** sessions using *Unity*

PROJECT EXPERIENCE

HeartRhythm Meditation (VR) | [Link](#) | Individual Project | Shanghai 09/2023 – 12/2023

- **Unity:** Created a VR meditation by **100+** lines of *C#* in *Unity* with **7** functions, such as weather system adaptive to heartbeat data
- **Bluetooth Device:** Configured Bluetooth connectivity with wearable devices (e.g. iWatch), enabling heartbeat data collection

Study Town (Mobile App prototype) | [Link](#) | Individual Project | Shanghai, China 07/2023 – 10/2023

- **UX Research:** Surveyed **102** U.S. learners with **8** questions to uncover **5** design gaps in study apps (e.g. motivation, accompany)
- **Design:** Created **62** wireframes in *Figma* and **22** high-fidelity mockups in *PS* with **20+** UI elements, **8** characters, and **3** scenes
- **Prototype:** Created a **1-minute** demo animation using *After Effects*; Internally tested with **6** target users, refining workflows and onboarding **7** features, such as customizable avatar, virtual pets, and collaborative study room, improving user session by **50%**

Boostingbytes Inc., Boxful-Box | Game Artist | Remote 01/2023 – 05/2023

- **Art:** Designed **20+** UI assets, created **50+** animations, and developed **15+** map assets using *Aseprite* and *Procreate*
- **Branding:** Created **7** original IP character designs, **2** marketing videos, and **3** merchandise, successfully attracting **3,000+** exposure
- **Publication:** **2** university exhibitions, launched it on the Apple App Store, garnering a **4.7/5.0** user rating

Gamera Games: Mr. Bottle and His Dream | Game Designer & Artist | Remote 08/2019 – 10/2021

- **Design:** Designed a drag-and-drop control system using *Unity*; Incorporated **3** modes (Story, Unlimited, Coin); Illustrated **100+** map assets, **20+** UI elements, **5+** character assets, **20+** animations, and **20+** special effects in pixel style with *Aseprite*
- **Publication:** Published the game on TapTap and Steam, garnering **40,000+** players and achieving an average rating of **9.0/10**

EXHIBITION

PolyPlay Exhibition | *Room in Box (VR game)* | SAIC Neiman Center | Chicago, IL 05/2022

Making it | *My Parallel Day (Painting)* | SAIC Wellness Center | Chicago, IL 01/2021

Artbash 2020 | *Outsider Inside (Digital Illustration)* | Online 05/2020

Backyard Stories | *Soft Shelter (Installation)* | Zhou B Art Center | Chicago, IL 01/2020