



Xian Lu

Game Designer, UX Designer

xianlu@usc.edu | 213-713-1021 | Los Angeles | luxianlx.com

Education

University of Southern California, 2018

M.F.A Interactive Media and Games, School of Cinematic Arts.

Zhejiang University, 2015

B.S Digital Media Technology, Department of Computer Science.

Experience

AR/VR Summer Associate | Sony Pictures Entertainment, Summer 2017

Worked hand-in-hand with Sony Studio executives developing AR and VR content. Contributed to design and prototype an augmented interactive experience with leading AR technologies in a team of two.

UI/UX Designer | Ubisoft Shanghai, Summer 2016

Worked actively on a multiplayer online mobile game **Trolls: Crazy Forest Party**. Translated game flow requirements of new features into designs and documents. Worked with artists to craft the final aesthetic design of the game's UI.

UI/UX Designer | RingCentral Inc, China R&D Center, Summer 2014

Engaged in the prototype design and user interface design of their new IOS & web apps. Provided visual and interaction design guideline and specification for development.

Projects

Butterfly Lovers | Game Designer, UX Designer, Fall 2015 - Present

2-player cooperative role playing VR/AR game with the theme of empathy across generations. Co-led the design team to discover the best gameplay experience by rapid prototype iterations.

OCTOBO | Multimedia Designer, Game Designer, Fall 2015 - Summer 2016

Playful interactive plush octopus using tech components of sensors and Arduino that comes with a storybook. Participated in game design, designed and implemented 2D animations, official website and trailer. Selected into alt.ctrl.GDC 2016, IndieCade E3, IndiePrize.

TilerTeller | Co-lead Designer, Lead Programmer, Artist, Fall 2016

Educational interactive toy comes with digital storybooks on mobile devices for kids. Designed and programmed core gameplay mechanics, Oversaw the game's art style. Showcased on SAAM Arcade 2017 and USC Winteractive 2016.

Skills

Proficient in Adobe Creative Suite, Sketch, Unity, Maya
Basic skills in C#, Java, C++, JavaScript, SQL, HTML, CSS, SPSS
Prototyping, Wireframing, Heuristic Evaluation and Usability Studies
Native Chinese speaker and fluent English Speaker.