Ziyuan Wang

www.ryanwzy.com

Education

2020 May
New York, NY

Parsons School of Design
MFA • Design and Technology • Candidate

2014 - 2018
Dalian, China

Dalian Maritime University
BEng • Software Engineering

2016
San Francisco, CA

University of California, Berkeley
Summer Study Abroad Program

Animation Experience

2018 Fall

Eden of Pandas • 2D Unity Game
Director. Character design.
Storyboard. Animator. Programmer.

2017

Collapse • 2D Animation
Director. Character design.
Layout design. Storyboard. Animator.

2017

Flee • Live Action & Animation
Director. Animator.
Motion Graphics design.

2017

The Loss • Storyboard
Director. Character design. Storyboard.

2016

Mutualism • Character
Character design.

Extracurricular Activities

2016 Oct.
Beijing, China

Chinese Academy of Sciences
Finish a team-based project.
A motion status detection app
based on SVM.
Team Leader. Programmer.

2018 Fall
New York, NY

Animation Nights New York
Participant

2018 Fall
New York, NY

Oslo Freedom Forum
Participant

Contact

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332.201.3276

Expertise

2D Animation
Motion Graphics
Game Design
Web Design
User Experience

Skills

Adobe Photoshop
Adobe After Effect
Adobe Illustrator
Sketch
Unity3D
Maya
Processing
Arduino
HTML • CSS • JavaScript
C • C# • Java • SQL
Mandarin (Fluent)

Selected Curriculum

Motion Graphics
Motion Capture AR&VR
Holistic User Experience
Creative Coding: JavaScript

Awards

2015
China

**National College Student
Information Security Contest**

First Prize.

An Identity Authentication
System for Logistics Transmit-
Receive based on Android.

UI/UX Design.