

SHUANG CAO

Email: shuannnng@gmail.com

Phone: (+1)917-6406-148

Portfolio: shuangc.wix.com/shuangcao

Shuang Cao is a multimedia designer and developer. She is enthusiastic about game design, interactive design, and creative storytelling. Her works range from VR/AR, games, interactive installations, to animations.

SKILLS

Programming

Unity
Arduino
Processing
openFrameworks
C/C++
HTML5
CSS
Javascript

Design

After Effect
Maya
Photoshop
Illustrator
SAI
SketchUp
Adobe Premiere

Competencies

Game Design
Motion Graphic
Rapid Prototyping
User Centered Design
3D Modeling
Digital Narrative
Physical Computing
Fabrication

Language

Chinese
English

EXPERIENCE

Clinch

Oct.2018-Present

Senior Motion Designer

- Creating Motion Graphics for Mobile, Desktop and Smart TV

SVRF

Aug.2018-Sept.2018

Freelance Technical Artist

- Scripted 3D animations and experiences with Unity
- Worked on 3D modeling and animations

RISEN From The Thread

Feb.2018-May.2018

Tech Intern

- Developed IoT wearable products and AR Apps

Parsons School of Design

Jan.2018-May.2018

Tutor Specialist

- Tutored in coding and web development

Global Education Connection

June.2017-Aug.2017

VR/AR/Unity Developer Intern

- Developed course curriculums and materials
- Implemented the AR curriculum as a TA at the AR Camp

PROJECTS

Macy's Christmas Windows

Oct.2020-Dec.2020

Creative Technologist

- Developed the interactive experience with Unity

Creators Planetarium of Creator Tech

May.2019-June.2019

Unity Developer

- Developed the interactive space with Unity

Verizon Connected Futures III

Jan.2018

Unity Game Developer of the winning team

- Developed the AR game with Unity
- Designed the user experience and interactions

EDUCATION

Parsons The New School for Design, NY

Master of Fine Art, Design and Technology

May.2018

Zhejiang University, China

Bachelor of Engineering, Digital Media Technology

June.2016