

Zhizhen

Tan

Designer, Creative Technologist

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Education Background

Parsons School of Design

2018 - Now

MFA, Design and Technology

South China University of Technology

2014 - 2018

BE, Industrial Design

Honors

Dean merit scholarship 2018-2020

Parsons School of Design

National 2nd Prize 2018

CUIDC' 18

<http://cuidc.gzarts.edu.cn>

Skills

//Design thinking

//Prototyping //Storytelling

//Sketch //Principle

//HTML //CSS //JavaScript

//Node.js //React.js //Js api

//Physical computing

//Machine learning

//Python //tensorflow.js

//Photoshop //Illustrator

//After effect //Premiere

//3D modeling & rendering

Academic Experience

2nd Nestle International Workshop 2017

Product Designer

//The project, *Hsu Fu Chi Mid-Autumn Giftbox*, won 2nd prize

Honda-SCUT cooperation design workshops 2017

Transportation Designer

//Design conceptual transportation for 2030 city commuter

Intelligent Virtual Human System of Multi-Mode Autonomous Interaction 2016

School of Automation Science and Engineering, SCUT

IxD Designer

//National University Students' Innovative and Entrepreneurial Program

//National Award of Excellence

Professional Experience

Guangdong Somatic Data Science & Engineering Technology Research Center,

SCUT Mar 2017 - Dec 2017

UX & Product Designer

//Participated in a research project, *New-Type Human Brain Data Detection Device*

Based on Virtual Reality

//Designed VR scenes and a VR inquiring machine

Activities

Industrial Design Association of SCUT Sep 2014 - Jun 2017

President

//Organized Adobe toolkit public training workshops

//Invited famous designers to visit and launch public speeches

//Contacted companies, such as Nestlé and Honda Technical, to organize

school-enterprise cooperation design workshops

100 Steps Student Innovation Center, SCUT Sep 2014 - Jun 2016

Team Leader, Planning and Propagating Department

//Operated the "SCUT 100 Steps" WeChat public account

//Planned the 10th and 11th "Carving Time" SCUT Film Culture Festival

//Designed and fabricated art installations

Publications

Design of Virtual Reality Scenes with Variable Levels of Fear Evocation 2018

Primary Author, published and presented on HCI International 2018, Las Vegas

//https://link.springer.com/chapter/10.1007/978-3-319-91584-5_9

BMW M2 Body Kit Design 2017

Author, published on the cover page of Jul.2016 PROCAR magazine

//<http://books.procar.cc/UploadFiles/%E6%80%A7%E8%83%BD%E8%BD%A6/%E6%80%A7%E8%83%BD%E8%BD%A62016.07.pdf>