

ZIYI (SUNNY) LIU

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EDUCATION

University of Chicago | *Master of Arts in Digital Studies (Digital Media & Extended Realities)* | Chicago, IL 09/2024 – 06/2026

- Dean's Scholarship (\$22,500 Annually) | Courses: HCI, Unity, XR, Python, Visualization | GPA: 3.9/4.0

School of the Art Institute of Chicago | *Bachelor of Fine Arts* | Chicago, IL

09/2019 – 05/2023

- Courses: Game Design (VR), 3D Animation, Web Design, Design Theory, Audio Effects, Film, Painting

SKILLS

Programming: Python, HTML/CSS, C++, C#, C, Kotlin **Design:** Unity, Blender, Adobe (PS, PR, AE, Illustrator), Figma

Engineering: PCB design, soldering, 3D printing **Research:** data visualization, autoethnography, thematic analysis

PUBLICATION

Paper submitted on computer-controlled muscle stimulation | **First Author** | CHI 2027 Submission

PROFESSIONAL EXPERIENCE

University of Chicago, Human Computer Integration Lab | *Research Assistant* | Chicago, IL

01/2026– Present

- **Research:** Leading study execution, data analysis, and paper writing for a CHI 2027 submission.
- **Android Applications:** *Four Kotlin-based Android* research applications.
- **Platform Migration:** Migrated the *EMS* control stack from *Python* to *Android*, implementing *USB serial* communication.

Yuanity Inc., Tomo Cafe | *2D Artist & Product Designer* | Remote

01/2024– Present

- **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 **four** virtual companion characters (concept art, personality, storyline, etc.)
- **Exhibition:** Attracted **3,000+** users and achieved **3rd place** on Product Hunt's daily leaderboard daily product ranking

University of Chicago, STAGE Lab | *Game Design Intern* | Chicago, IL

10/2024– 06/2026

- **Educational Game Design:** Designed game levels, incorporating unique quantum physics concepts (e.g., quantum gates)
- **Art Assets:** Designed *two characters* (player and NPC); Illustrated **100+** assets in *Aseprite*, including maps and UI icons

Shanghai Qibao Dwight High School | *Designer, IB Art TA, VR Club Mentor* | Shanghai, China

09/2023 – 03/2024

- **Branding:** Led the 10th-anniversary branding. Created posters, social media content, and videos for **15+** activities.
- **Education:** Delivered **15+** IB Visual Art lectures, live drawing demos, and personalized student guidance to **20** students. Founded the school's VR club (9 club members), taught **10+** sessions using *Unity*.

PROJECT EXPERIENCE

Bunny Companion (Wearable Device) | [Link](#) | Individual Project | Chicago

01/2026 – 02/2026

- **Prototyping:** Built and soldered circuits integrating a *PPG* sensor, *accelerometer*, *light sensor*, *OLED* display, and *vibration motor*; 3D printed and crafted the bunny outfit.
- **Programming:** Programmed in *C* on *Arduino* with synchronized heartbeat feedback and context-aware behaviors.

Balloon Garden (AR) | [Link](#) | Individual Project | Chicago

03/2025 – 05/2025

- **Spatial Interaction:** Built an *Apple Vision Pro AR* experience that maps four hand gestures to interact with a virtual garden.
- **3D Interaction Design:** Inflate and pop balloons to communicate object state and lifecycle through bare-hand control.

HeartRhythm Meditation (VR) | [Link](#) | Individual Project | Shanghai

09/2023 – 12/2023

- **Unity:** Created a VR meditation in *C#* in *Unity* with a weather system adaptive to heartbeat data
- **Bluetooth Device:** Configured Bluetooth connectivity with a smartwatch, enabling heartbeat data collection

Study Town (Mobile App Prototype) | [Link](#) | Individual Project | Shanghai, China

07/2023 – 10/2023

- **Design and Prototype:** Created **62** wireframes in *Figma* and **22** high-fidelity mockups in *PS* with **20+** UI elements, **8** characters, and **3** scenes. Created a *1-minute* demo animation using *After Effects*.

Mr. Bottle and His Dream (2D Game) | [Link](#) | 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**

ART EXHIBITION

Vestige | *Emotion Likes a Tangled Ball of Yarn (Painting)* | Midway Studios | Chicago, IL

01/2025

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

05/2022

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

05/2020

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

01/2020