




Randi Ouyang

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Experience Designer

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I'm a master's student with a background in 2D art, experience design and product design. Adaptable and diverse in design and rapid prototyping skills from digital production to physical production. A quick learner and team player that eager to discover new interactive experience with new technologies.

Education

Carnegie Mellon University Aug 2022- Expected May 2024
Master of Entertainment Technology Pittsburgh, PA

Tsinghua University Sept. 2016-July 2020
Bachelor of Fine Arts - Product Design (Textile Design) Beijing, China

Work

NanZhai Studio, Beijing Dec. 2020-Jun.2022
UI Designer and 2D Artist

- Designed UI for game "The Crow" demo to be released end of 2023
- Designed part of game mechanics for game "The Crow"
- Finished part of the scene and environment design

TSINGHUAWU (Beijing) Cultural and Creative Media Co., Ltd. Feb. 2018-July 2019
Co-founder and Designer

- Mainly responsible for conducting design and supervising
- Participated in design projects and finished 2 series of campus souvenir design for Tsinghua Uni.
- Helped hold the first "Tsinghua souvenir" culture and creative competition

Projects

Festival Bingo Interactive Experience Nov. 2022-Dec.2022
Producer, Experience Designer and 2D Artist

- Proposed and designed the interactive experience and engaged over 100 guests during the ETC festival
- Setup the physical assets all around the ETC building for the experience
- Finished visual design for website and made 2 minutes' intro 2D animation
- Gathered the 8 person cross-functional team, communicated with festival organizers to pull off the experience

Story Studio x Children's Museum of Pittsburgh - Interactive storytelling tool kit Jan. 2023-May. 2023
Experience Designer, UI designer and hardware programmer

- Helped design the user experience for the tool to make it serves the need of 2 stakeholders
- Implemented the whole interface in Unity
- Programmed for Arduino sensors and built the connection between boards and Unity project
- Finished interactive physical installations for playtests and demo

Dark Ride in Freddy's pizzeria Oct. 2023-Dec. 2023
Experience Designer and Animator

- Designed the experience flow for the 3 minutes' dark ride and hosted over 150 guests during festival
- Built experience map, user map and designed events to build guests' emotion
- Finished animations for 5 different 3D characters and set up them in Unity

Immies' Treeland - AR toy block Aug. 2023-Dec. 2023
Experience Designer and Concept Artist

- Designed the universal control in AR app and developed 3 different gameplay with teammates
- Wrote the narrative and designed the characters and environment
- Finished the physical texture for the final toy product
- Designed interface for the Android AR app and finished the visual design

Skills & Tools

Experience Design
2D Art & Animation
Rapid Prototyping
Product Design

Art & Design
Adobe Photoshop/Procreate
Figma
Spine
Blender
Substance Painter/Designer

Prototyping
Unity
Arduino
Phidget
Axure