

Xixi Huang

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EDUCATION

Entertainment Technology Center, Carnegie Mellon University	Pittsburgh, PA, US
Master of Entertainment Technology	08/2023-05/2025 (Expected)
South China Agricultural University	Guangzhou, China
Bachelor of Engineering in Landscape Architecture	09/2019-06/2023
Harvard University Graduate School of Design	Cambridge, MA, US
Design Discovery Virtual Certification (Urban Design, Architecture)	06/2022-07/2022

EXPERIENCES

Product Operations Intern (Tencent) 05/2023-09/2023

- Designed gamified learning deck, "Compound Particle Smash"
- Organized and developed communications for the "Science and Innovation Growth Camp" program for teachers in rural communities
- Conducted user test cases for "Gamified Teaching Experience Officer" activities
- Design event promotional materials and UI&UX for "Tencent Future Classroom" Mini Program

South China Urban Landscape Lab (SCAU) 06/2021-06/2023

- Conducted experiments related to therapeutic gardens and Guangzhou streetscape assessment
- Trained GANS models to generate landscape plans and human-machine adversarial scoring models that generate Covid-19 risk perception scores
- Developed a smart lamp based on Raspberry Pi and Computer Vision that can recognize emotions and adjust the lighting accordingly

The Invisible Guangzhou (SCAU) 10/2019-06/2022

- Executed historical research on Lingnan garden life
- Designed the game "The Search for Haishan Xianguan Garden"
- Authored paper *The Application of Serious Games in the Field of Landscape Architecture*

Spatial Narrative (MIT Media Lab) 11/2022

- Designed the story *Park Sunmi: Born 2032* and drew the storyline in Procreate
- Built virtual space models in Rhino and blender, and publish them to Mozilla Hub
- Completed rendering of conceptual design on the actual site of Yongsan in Seoul

AWARDS

- Honor Awards - Research Category 09/2023
2023 American Society of Landscape Architects Student Awards
- Gold Award 11/2022
Awarded by The 20th Asian Design Award
- Bronze Award & Excellence Award 10/2022
Awarded by China Residential Environment Design Award
- Best Project Design Award & Best Presentation Award 08/2021
Awarded by Guangzhou S.P.I Design Co. LTD.

SKILLS

Adobe Photoshop, Illustrator, InDesign, Lightroom, Premiere Pro, Audition, After Effects, DaVinci Resolve, Microsoft Office; Blender, Maya, Rhino, AutoCAD, SketchUp, V-Ray, Lumion, Enscape, Procreate