



www.theuniqueeye.com
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Education

University of California, Santa Barbara

MS Media Arts and Technology, 2015-2018
Specialize: [human-computer interaction](#), [VR/AR](#)

Tongji University, Shanghai, China

BA Advertising, 2010-2014

Design Skills

Sketch, Invision, Figma, Adobe Photoshop, Illustrator, InDesign, Maya, Substance, C4D

Creative Development Skills

Unity, C#, HTML & CSS

Recognition

Outstanding Graduation Thesis Award

Tongji University | 2014

Merit Scholarship

First Prize | Tongji University | 2010 - 2012

National Student Advertising Art Competition

Second Prize | 2011

Talk & Activity

Speaker, SIGGRAPH 2019 Experience

JUL 2019 | Los Angeles, CA

Instructor, Data Visualization Course, UCSB SST

AUG 2016 - OCT 2016

Lead Exhibition Designer, MAT End of Year Show 2016, UCSB

DEC 2015 - APR 2016

Publication

“Reincarnation: Virtual Reality Recreation of Surrealist Paintings”

Jing Yan, Mengyu Chen - SIGGRAPH 2019, Los Angeles, CA

“Biometric Visceral Interface: A Soft Robotic Immersive System for Extended Perception”

Mengyu Chen, Jing Yan, Yin Yu - ISEA 2019, Gwangju, South Korea

Work Experience

Lead UX Designer, D2 Nova, Santa Barbara, CA

OCT 2019 - PRESENT | 2 year 1 month

- Manage a small design team and lead product design of CRM customer management Web platform and PC omnichannel communication app that facilitate remote team collaboration.

- Turn business requirements and large-scale product concepts into intuitive design solutions that have been shipped to over 1K companies in the Taiwan market.

- Establish a user-centric design process including, user research, user flow, wireframe, interface prototyping, and iterative usability tests.

Interaction Designer, D2 Nova

JUL 2017 - OCT 2019 | 2 years 3 months

- Led product design of a business calling app and elevated the user experience of the Admin console.

- Collaborated with the marketing team and led website renewal design which improves the lead conversion rate by over 30%.

Co-Founder, EyeDream Interactive, Santa Barbara, CA

DEC 2019 - PRESENT | 1 year 11 months

- Collaborate with artists and engineers to create exciting AR/VR/Web experiences.

Design Project

ArtSpace: VR Exhibition Experience and Platform Design

FEB - MAY 2021 | Individual project

Conducted product studies and user interviews, and proposed a more informative, well-guided, and immersive exhibition platform with focuses on an end-to-end audience experience. Prototyped a complete system design that includes the main interface, curatorial guide, and portable hand menu.

Aura! Aura! AR Art Experience

MAR - SEPT 2020 | Group project | Released on Google Play and App Store

Worked with a visual artist and engineer to design and develop a mobile AR app for people to explore, draw, and improvise artworks at home or anywhere.

Reincarnation: Virtual Reality Recreation of Yves Tanguy's World

2018 - 2019 | Master project

Created an immersive art experience through an agent-based spatial narrative and a surreal aesthetic for visual, motion, audio, and interaction. Established a 3D production pipeline that includes modeling, texturing, animation, and scripting.

Biometric Visceral Interface & Biometric Perception Interface

2018 - 2019 | Group project

Designed a soft wearable system to enhance interpersonal communication. The system perceives the user's pulse data and presents the data through haptics and immersive experience.