

# TING ZHOU

Visual Art / UIUX  
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## STRENGTHS

### Design

Design Strategy  
Concept Development  
UIUX  
Visual Art  
3D Modeling  
Sculpting  
Rapid Prototyping

### Tech Skills

Photoshop  
Illustrator  
After Effects  
Sketch  
Figma  
Blender3D  
SolidWorks  
Rhinoceros3D  
GravitySketchVR  
MarvelousDesigner  
Keyshot  
Houdini  
Catia  
Unreal Engine 5

## LANGUAGES

**Mandarin** | Native  
**English** | Fluent

## INTERESTS

Violin  
Video Games  
Virtual Reality  
Oil Painting  
Clay Sculpting  
Calligraphy

## EDUCATION

**ArtCenter College of Design** | Pasadena, CA, USA  
Bachelor of Science | Product & Industrial Design, 2016 - 2020  
Minor | Designmatters | Social Innovation Design

**Beijing Forestry University** | Beijing, China  
Bachelor of Engineering | Vehicle Engineering, 2012 - 2016

## EXPERIENCE

**Microsoft Turn 10 Studios** | Redmond, WA (Remote)  
UIUX Designer (Ascendion / Aquent) | Sept. 2021 - Present  
Associate UIUX Designer | Summer 2021

Shipped Forza Motorsport, the latest entry in the AAA franchise, in October, 2023. Led visual projects that include track loading screens production, post GA UI feature designs, and gamewide graphical textures management. Conceptualized visual experiences for multiple game features in collaboration with the art directors, ux leads, and engineers. Responsible for a wide range of visual solutions implemented through pre-release and post GA using graphic design, 3D modeling and rendering, in-build captures and compositing skills.

**Hasbro, Inc.** | Pawtucket, RI (Remote)  
Product Design Co-op (Spark Labs) | Fall 2020  
Created innovative consumer toys and play experiences. Assisted in the technical design and development of toy concepts for multiple brands/product lines (Furby, D&D, Marvel) while interacting with strategic partners to craft robust design solutions.

**Munchkin, Inc.** | Van Nuys, CA  
Product Design Internship | Summer 2019  
Designed baby products and consumer goods for manufacture and global distribution. Interfaced with marketing, engineering and pd teams to manage and execute projects throughout the design lifecycle.

**Zodiac Aerospace** | Pasadena, CA  
Sponsored Project at ArtCenter | Fall 2018  
Explored enhancements to the business class cabin passenger experience through the harmonious interplay between space, furniture and environmental factors.

**ArtCenter** | Pasadena, CA  
Teaching Assistant | Visual Communication II & III | 2017  
Undergraduate and graduate instruction for dynamic sketching techniques to communicate design concepts, and free hand drawing skills for storytelling and vivid concept design.

## RECOGNITION

**ArtCenter Provost's List** | Summer 2018  
**ArtCenter GradID Formula E** | Figure 8 winner team | 2018  
**ArtCenter Williamson Gallery** | Project Offbit, Capori, and Kala | 2017-2019  
**Beijing Municipal Commission of Education** | Second Instrument Prize Beijing Student Art Exhibition, Viol.II | 2013