

Bryan Zhang

Interactive Designer, Developer

Interested in unique conceptual and cultural narratives and how to employ leading interactive technologies to elevate and tell them through compelling, affective experiences.

Experience

2019 - Current

Lead Designer, Developer - *Worldbuilding Media Lab*

Leading XR design and development of World in a Cell, an art-science collaboration with USC's Bridge Institute, aimed at simulating and visualizing the science of Pancreatic Beta Cell protein interactions for various platforms and audiences

2018 -2019

VR/AR Designer, Developer – *Immersive Media Lab*

Consulted, designed, and developed several VR and AR experiences for USC's Immersive Media Lab; Notably, VR experience Forest premiered at SXSW 2018

2016 -2017

Game Designer - *Plethora Project*

Designed and developed levels, systems and narrative for ecological city building game, Block'hood; Winner of Games For Change Award 2016 – Best Gameplay

Education

2011 – 2014

Interactive Media and Game Design MFA

University of Southern California

Skills

- Unity 3D
- AR/VR Design + Development
- C#
- Maya
- Photoshop, Illustrator, Premiere
- Art Direction + Storyboarding

Contact

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