Chenfei Liu

Experience Designer & Interactive System Developer
XR | HCI | Immersive Media | Game

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Education

Carnegie Mellon University — Aug 2026 – May 2028 (Expected)
Master of Entertainment Technology
Center for Transformational Play, Human-Computer Interaction Institute

ShanghaiTech University — Sep 2022 – Jun 2026
Bachelor of Engineering, Industrial Design (Entertainment Design), ranked 1st in major
Mixed Reality and Cinematics Studies, Multi-Media, Game Design, Interaction Design

University of California, Berkeley — Aug 2025 – Dec 2025
Visiting Student, Berkeley Global Access Program
Tangible User Interface, Data Science, New Media

Selected Projects

Building Virtual Worlds (BVW) | CMU Entertainment Technology Center — Sep 2026 - Oct 2026
Programmer, Experience Designer

- Collaborated in a five-member interdisciplinary team to rapidly develop interactive prototypes using a different entertainment technology in each two-week sprint, serving as the team's programmer and experience designer.
- Developed a tangible game interface using Unity and XBOX Adaptive Controller to create a playful milk tea-making experience (Round 1). *Link*
- Developed an immersive shark cage VR experience for naive guests, incorporating indirect control mechanics using Unity and Meta Quest 3 (Round 2). *Link*

Tidal Diaspora: Embodied Audiovisual Performance of Cultural Diaspora *Link* — Feb 2026 - May 2026
Director, Audiovisual Artist, Motion Capture Technologist, Sound Designer

- Developed a real-time audiovisual interactive performance system integrating TouchDesigner, Ableton Live, Kinect, and MadMapper; collaborated with a dancer to present a location-based live performance to the public.

The Last Play: XR Film on Human–Machine Entertainment Ethics *Link* — Mar 2025 - Jul 2025
Narrative Designer, Experience Designer, 3D Artist

- Built and rendered all virtual environments using Unity and Blender; wrote a 13-minute screenplay and designed interactive gameplay experiences; integrated VR, MR, and physical environments using Unity and Meta Quest 3.
- Iteratively refined the interactive experience through four rounds of playtesting with XR industry artists and indie game exhibition guests;
- Exhibited the project at Ars Electronica 2025 in Linz, Austria.

Out of Control: Kinect-based Art Therapy CAVE on Emotional Regulation *Link* — Nov 2024 - Dec 2024
Experience Designer, Audiovisual Artist, Technical Engineer

- Developed an art-therapy space that used CAVE, Kinect, TouchDesigner, Reaper, and spatial projection to let participants alter thermal imagery, soundscapes, and heart-rate visuals in real time by wiping away virtual fog.

Work Experience

United Imaging Healthcare — Jan 2026 - Apr 2026
Visual Experience Designer Intern (AR/VR Developer) | Shanghai, China

- Conducted research on CT, DSA, and MRI systems, and designed the mixed reality user experience for an AI-powered operating room;
- Built the mixed reality prototype using Unity and Meta Quest 3 to rapidly validate interaction workflows.

Shanghai Astronomy Museum *Link* Sep 2024 – Dec 2024
Client Project | Shanghai, China

- Served as the team's programmer, experience designer, VFX artist, and game UI designer for an astronomical interactive installation that makes gravitational lensing accessible to the public through playful interactions.
- Developed a real-time interactive system integrating Unity, TouchDesigner, and Arduino, ensuring stable performance throughout a continuous 7-hour operational test;
- Consulted the museum's experts and curators to validate scientific accuracy and feasibility, and iterated on the design based on their feedback.

NetEase Aug 2023 - Sep 2023
Technical Artist Intern | Shanghai, China

- Created cinematic animations using cinemachine and timeline in Unity for the Steam game *Cygnus Enterprises*;
- Integrated art assets across 3D modeling, scene design, animation, and VFX teams; collaborated with programming team to debug issues.

Exhibitions

Ars Electronica 2025 | Linz, Austria	Sep 2025
ONLY: Indie Game | Beijing, China	May 2025

Honors & Awards

3th World Metaverse Design Contest (Second Prize; RMB 10,000 Extraordinary Creativity Fund)	Nov 2025
2025 MUSE Design Awards - Gaming, AR & VR (Silver Winner)	Aug 2025
"Guoqing Cup" National College Design Exhibition (First Prize)	Jun 2025
9th Milan Design Week: China Collegiate Design Competition & Exhibition (Third Prize, National; First Prize, Shanghai)	Jun 2025
2025 MUSE Design Awards - Interaction (Silver Winner)	Mar 2025
2024 London Design Awards - Healthcare (Silver Winner)	Nov 2024
2024 MUSE Design Awards - Healthcare (Silver Winner)	Oct 2024
2024 International Genetically Engineered Machine (iGEM) Competition (global Gold Medal)	Oct 2024

Skills

Programming: C#, C++, C, Python, Vibe Coding
Game Engine: Unity
Generative Art: TouchDesigner, p5.js
Hardware/XR: Arduino, Meta Quest 3, Kinect
3D Modeling: Blender, Rhino
Digital Fabrication: 3D Printing, Laser Cutting, CNC
Video Editing & Motion Graphics: Pr, Ae
UI/UX/Graphic Design: Figma, Ai, Ps