

Chenfei Liu

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Chenfei Liu is an artist, designer, engineer, and creative technologist working across XR, interactive performance, installations, games, and cinematic media. Her practice explores how immersive technology and playful interaction can help people engage with social issues across healthcare, education, psychology, culture, and ethics. Guided by this inquiry, her work follows two interconnected directions. One transforms personal narratives into collective experiences that explore memory, embodiment, culture, and identity. The other uses transformational play and immersive media to foster behavioral change and address real-world challenges. Her work has been exhibited at Ars Electronica 2025 and indie game exhibitions, and has received awards including the MUSE Design Awards and the London Design Awards.

Education

Carnegie Mellon University <i>Master of Entertainment Technology</i>	Aug 2026 – Present
University of California, Berkeley <i>Berkeley Global Access Program: HCI, Data Science, New Media</i>	Aug 2025 – Dec 2025
ShanghaiTech University <i>Bachelor of Engineering, Industrial Design (Entertainment Design)</i>	Sep 2022 – Jun 2026

Projects

Tidal Diaspora: Embodied Interactive Performance of Cultural Diaspora <i>Thesis Design</i>	Feb 2026 - May 2026
- Developed a real-time interactive performance system integrating TouchDesigner, Ableton Live, Kinect, and MadMapper; - Collaborated with a dancer to present a live performance to the public.	
The Last Play: XR Interactive Film on Human–Machine Entertainment Ethics <i>Team Project (4 members; Team Role: Game Designer, 3D Artist, Screenwriter)</i>	Mar 2025 - Jul 2025
- Led concept, screenplay, scene design and UX design; built all virtual scenes using Unity and Blender; authored the majority of a 13-minute screenplay; integrated VR, MR, and physical space using Unity and Meta Quest 3; - Increased task completion to 95% through four rounds of player testing with XR industry artists and indie game exhibition attendees; - Exhibited the project at Ars Electronica 2025 in Linz, Austria.	
Gravicam: Astronomical Interactive Installation on Gravitational Lensing <i>Team Project (Collaborated with Shanghai Astronomy Museum; Team Role: Technical Artist, Programmer, UI/UX Designer)</i>	Sep 2024 - Dec 2024
- Designed concept and gamified interactive mechanics; - Developed digital visual effects, and programmed interactive mechanics; - Established real-time bidirectional communication between Unity, TouchDesigner, and Arduino, ensuring system stability during a continuous 7-hour operational test; - Collaborated with the Shanghai Astronomy Museum; refined installation based on the director's feedback.	
Out of Control: Kinect-based Art Therapy Space on Emotional Regulation <i>Team Project (3 members; Team Role: Technical Artist, Interactive System Engineer)</i>	Nov 2024 - Dec 2024
Developed an art-therapy space that used 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.	
Gourmet Flow: AI-Based MR Serious Game for Anorexia Nervosa <i>Team Project (5 members; Team Role: Game Designer, Technical Artist, UI/UX Designer)</i>	Aug 2024 - Oct 2024
- Conducted user research with patients and doctors at the Shanghai Mental Health Center; - Designed audio-visual art pieces using TouchDesigner;	

- Designed UI/UX and integrated AI models for customized experience.

Granny Blue: Experimental Holographic Film on Intergenerational Parenting

Jul 2024 - Sep 2024

Individual Project

- Created personal narrative film; designed exhibition with holographic projection and AI-embedded AR prism.

Rose & Palette: Interactive Narrative PC Game

Mar 2024 - May 2024

Team Project (3 members; Team Role: Game Designer, Programmer)

- Designed and programmed 7 game levels in Unity. Iterated on gameplay through 10+ rounds of player testing.

Internship

United Imaging Healthcare

Jan 2026 - Apr 2026

Visual Experience Designer (AR/VR) | 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 interactive prototype in Unity to rapidly validate interaction workflows.

NetEase

Jul 2023 - Sep 2023

Technical Artist | Shanghai, China

- Created cinematic animations using 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;
- Collaborated with an international team of developers from over 12 countries.

Exhibitions

Ars Electronica 2025 | Linz, Austria | **The Last Play**

Sep 2025

3th World Metaverse Design Contest | Shanghai, China | **The Last Play**

Sep 2025

ONLY: Indie Game | Beijing, China | **The Last Play**

May 2025

Honors & Awards

2025 MUSE Design Awards - Gaming, AR & VR (Silver Winner) | **The Last Play**

Aug 2025

"Guoqing Cup" National College Design Exhibition (First Prize) | **The Last Play**

Jun 2025

9th Milan Design Week: China Collegiate Design Competition & Exhibition (Third Prize, National; First Prize, Shanghai) | **Gravicam**

Jun 2025

2025 MUSE Design Awards - Interaction (Silver Winner) | **Gravicam**

Mar 2025

2024 London Design Awards - Healthcare (Silver Winner) | **Gourmet Flow**

Nov 2024

2024 MUSE Design Awards - Healthcare (Silver Winner) | **Gourmet Flow**

Oct 2024

2024 International Genetically Engineered Machine (iGEM) Competition (global Gold Medal)

Oct 2024

Skills

Programming: C#, C++, C, Python, HTML, CSS, JavaScript

Game Engine: Unity

Generative Art: TouchDesigner, p5.js

Hardware/XR: Arduino, Kinect, Meta Quest 3

3D Modeling: Blender, Rhino

Digital Fabrication: 3D Printing, Laser Cutting, CNC

Video Editing & Motion Graphics: Pr, Ae

Graphic Design: Figma, Ai, Ps