



Huaguo Tian

Design Engineer for Spatial Computing

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SPATIAL COMPUTING PROJECTS

MatrixRain

SwiftUI RealityKit ARKit

Solo Designer & Developer

- Built a mixed-reality experience for Apple Vision Pro that brings interactive digital rain into a real room, responding to hand movement.
- Architected a two-layer system: dense GPU shader animation for the visual rain, with only characters near the user's hands promoted to real RealityKit physics entities.

Readscape

SwiftUI RealityKit SwiftData

Solo Designer & Developer

- Designed and built an immersive reading app for Apple Vision Pro with gaze-driven page-turning and switchable reading environments.
- Solved a platform constraint (visionOS withholds raw gaze data) by building the interaction on Apple's semantic gaze APIs; architected the app on MVVM with a spec-driven, AI-assisted workflow

LeftBelow

Unity C# MetaQuest HapticHardware

Team Capstone Project

- A VR escape experience where players navigate a bunker as a wheelchair user, integrated with a Talon Simulations haptic chair. Built to let players feel what it's like to move through a world not built for them.
- Designed the in-VR tutorial and inventory system

WORK EXPERIENCE

B2B Interaction Designer

2022.06–2024.03

Pinduoduo (TEMU), Shanghai

- Led B2B interaction design for the logistics and purchasing system serving 30+ business clients.
- Reduced sorting error rate and cut warehouse sorting time by 1 hour through workflow optimization.

B2B Interaction Design Process Optimization

Intern Designer

2021.05–2021.09

DiDi, Beijing

- Built the visual identity system for international-market expansion (logo, poster, brochure) and onboarded new hires from Australia and Japan.

Visual Design Cross-cultural Communication

Software Developer (CPT Internship)

Dr.MOOVES, Gainesville 2026.04–2026.08

- Co-developed an iOS motion-controlled game for kids, where players control a avatar through real-time body tracking (MediaPipe) to dodge obstacles and collect coins.
- Designed and built the game's UI and interaction systems

EDUCATION

University of Florida

Master's in Digital Arts and Sciences

Entertainment Technology / Game Design

2025.08–2026.08

Wuhan University

Master's in Interaction Design

Interaction Design / Brand Strategy

2019.09–2022.06

Central South University

Bachelor's in Product Design

Product Design / User Experience Design

2015.09–2019.06

SKILLS

Spatial Computing & AR/VR

visionOS, RealityKit, ARKit, Reality Composer Pro, Unity, Unreal Engine

Development

SwiftUI, SwiftData, C#, JavaScript

Design & Prototyping

Figma, Sketch, Cinema 4D, Maya, Blender

Motion Capture

MediaPipe, MetaHuman Creator