

## Xiaoyang (Alex) Feng

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### Education

09/2007 – 05/2009	<b>Tisch School of the Arts, NYU</b> Master of Professional Study, Interactive Telecommunications Program	New York, NY
09/2003 – 07/2007	<b>East China Normal University</b> Bachelor of Science in Software Engineering Public Affairs and Management (Minor)	Shanghai, CHINA

### Professional Experience

09/2008 – NOW	<b>Tisch School of the Arts, NYU</b> Media Researcher <ul style="list-style-type: none"><li>• Run workshops to graduate level students</li><li>• Research on new design-related technology solution</li></ul>	New York, NY
05/2009 – NOW	<b>Potion Design</b> Interactive Designer & Developer <ul style="list-style-type: none"><li>• Research on interaction design and technical solutions.</li><li>• Designer and Developer for museum exhibitions.</li><li>• Modeling and Rendering 3D objects and architecture.</li></ul>	New York, NY
07/2008 – 08/2008	<b>Wieden + Kennedy, Portland</b> Interactive Designer & Developer Intern <i>Clients including: Coca-Cola, Target, Nike, Electronic Arts, and Nokia European</i> <ul style="list-style-type: none"><li>• Idea development for 'Nokia European' in applications of NFC technology.</li><li>• Idea development for 'Moving Target Champion', an outdoor advertising installation.</li><li>• Iphone interactive game/entertainment design and development for EA, Nike and Coca-Cola.</li></ul>	Portland, OR
09/2007 – 12/2007	<b>Performa-Arts Museum</b> Project Assistant <i>A non-profit arts organization committed to the presentation of performance by visual artists</i> <ul style="list-style-type: none"><li>• Participated in exhibiting Performa Biennale 07.</li><li>• Video documentation and video editing.</li></ul>	New York, NY

### Exhibition Experience

05/2009	<b>Irregular Incurve (Thesis)</b> <i>A MIDI Controllable robotic string instrument composed of twelve independent single stringed units</i> <ul style="list-style-type: none"><li>• ITP 2009 Spring Show, 05/2009, New York, NY</li><li>• ITP 2009 Summer Gallery, 05/2009 – 12/2009, New York, NY</li><li>• Sony Wonder Lab, 07/2009, New York, NY</li><li>• Gizmodo Gallery, 09/2009, New York, NY</li></ul>
05/2008	<b>Colorful Melody</b> <i>An interactive music generator based on the viewers color identity. It changes melody by analyzing the information from live image capture of users' physical movement</i> <ul style="list-style-type: none"><li>• ITP 2008 Spring Show, 05/2008, New York, NY</li><li>• ITP 2008 Summer Gallery, 05/2008 – 12/2008, New York, NY</li><li>• Wieden + Kennedy Portland Lobby Gallery, 07/2008, Portland, OR</li></ul>

### Professional Awards

09/2008 – 05/2009	<b>Paulette Goddard Scholarship</b>
09/2007 – 05/2009	<b>Tisch School of the Arts Graduate Student Annual Scholarship</b>

### Professional Skills

- Programming Languages: C++, Objective C, Java, ActionScript, SQL, OpenGL, PHP
- Software: Rhino 3D, Final Cut Pro, Max/Msp Jitter, Adobe AI, PS, DW, ID, Flash/Flex
- Languages: Chinese (Native), Japanese (Proficiency Test, Level III)