

# HAOTIAN WANG

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**Haotian Wang** is a creative designer who possesses passion in a variety of design fields and has a heart for innovation and a mind for exploration. According to colleagues and tutors, Haotian is THE guy when it comes to brainstorming and unique creativity.

"I seek to bring my effort and talent into professional works that are contributive to team goals, to the society, and to the world."

(Haotian is legally authorized to work in the US)

## Education

New York, US, Aug 2019 - May 2023

### Parsons School of Design - The New School

Bachelor of Fine Arts - Design and Technology: Creative Technology

- **"Academic Award" recipient - Parsons Outstanding graduate,**
- GPA 3.92 (Graduated with HONOR in May),
- Related Course: Core Thesis Designs, Web Design, UX/UI: Usability, Game Design, Drawing/Imaging, Creative Researching, Visual Archive, Photography, Fashion Seminar, and more.

## Works and Experience (selected)

### "Apoint Studio" Content-Creator Team

New York, US, Oct 2022 - Present

Lead Designer, Actor, Graphic/Thumbnail Designer, Content Creator, Co-founder.

- A 10,000-follower cross-platform social media channel "Apoint Studio" or "有点优秀" mainly on Bilibili, Youtube, and Instagram.
- Collaborating closely as a team of four outstanding films and art/design peers, with attention to detail and passion to aesthetics, trend, design, and youth around the world, focusing on contents and culture in New York and Seattle in the US, Beijing, Shenzhen, and Chengdu in China.

### Parsons UX/UI "PlayRight" Thesis Team

New York, US, Jan 2023 - May 2023

Team Leader, UX/UI Designer, Composition Researcher and Presenter.

- Brief: At Parsons, designing on gaming socializing mobile application "PlayRight" and lead the team.
- "UX": Researching, and sketching with initial to final iterations, 12 storyboards, 40 diff fidelity prototypes and wireframes, 10 user interviews, 4 sets of total 16 persons usability testings, and more. "UI": 25 initial varying Logo/brand proposals with theme inspired interactions, visual elements and color palette,
- Result: Design and deliver the final complete app proposal with interactive user-flows(5 subsections) using Figma/Figjam, and present with realistic mobile interactions mimicking actual scenario.

### DaLeZhuang Tech Corp (Tencent Sponsored)

Shenzhen, China, June 2022 - Aug 2022

Brand/Graphic/Logo Designer, Composition Researcher.

- Brief: Working On-Site, present a complete logo/brand proposal for company's new digital platform.
- Researching, and designing 52 company-theme inspired logo variants, and present to executives with sufficient quality choices. Polishing upon 10 selected designs, then elaborating on final 2 designs and presenting with a final 25-page proposal.
- Result: Final proposal being outstanding and selected by team leader as the executing proposal for the developing platform.

**More projects and experiences please visit "<https://haotianwang.me>"**

## Skills and Interests

**Fields:** UX/UI and Graphic Design, Game Design, Concept Innovations and Production, Inter-Disciplinary Design,

**Creation Tools:** Figma, HTML CSS, Javascript, Adobe CC, Photoshop, Illustrator, Indesign, ChatGPT, MidJourney, SketchUP, Sketch, Maya, Unity3D, FL Studio, and willing to learn more,

**Working Tools:** Zoom, Notion, Discord, Google Services, Mural, Miro, Slack, Tencent Applications

**Interests:** Conceptual, Arts, Architecture, Fashion, Vintage, Gallery, Writing, History, Photography, Film composition and framing, Digital Development, Drawing/Sketching, Sports, Music, International Culture, Competitive Gaming,

**Languages:** English(fluent), Chinese(native).