

Richard Zhou	<p>richardczhou.com richardczhou@cmu.edu 510 509 5195</p>	<p>creative developer interested in combining speculative interactions and emerging technologies in accessible, emotional ways</p>
Education	<p>Carnegie Mellon University Bachelor of Design 2023 Minor in Statistics</p>	<p>Dean's List F18, S19, F20, S22 Konrad Group Digital Innovation Scholarship</p>
Experience	<p>Active Theory 3D Developer Summer 2022–Present</p> <p>JS, WebGL, HTML, CSS, Houdini</p>	<p>Designed and developed interactive, innovative, and story-driven websites for clients such as Google, Meta Quest, and McLaren</p> <p>Wrote shaders for geometry, UI elements, and post-processing passes to meet a visual direction at a high level of polish</p> <p>Optimized every aspect of websites to run smoothly across devices with a wide range of sizes, screens, and performance</p> <p>Scaffolded and refined workflows between artists and developers to bring visual effects to life, enable faster iteration towards a visual target and improve general studio efficiency</p>
	<p>BioMotivate Data Visualization Designer Spring 2020–Spring 2021</p> <p>D3, Observable, Grafana</p>	<p>Developed and maintained interactive data visualizations of recorded biometrics for both patients and rehab specialists</p> <p>Mocked up and user-tested different navigation flows and dashboard configurations for usability and clarity to display individual patient data over a treatment period</p>
Skills	<p>Interaction design, motion design, front-end dev, real-time rendering</p> <p>Ultimate frisbee, rock climbing, aspiring ink + paper drawing</p> <p>English, Chinese, Spanish</p>	<p>Javascript, Python, C/C++/C#, HTML, CSS, React, GLSL + WebGL, RStudio</p> <p>Houdini, Cinema4D, Unreal Engine, Unity, Substance</p> <p>Adobe Creative Cloud (Photoshop, Illustrator, After Effects, Lightroom, InDesign), Figma, Miro</p>