ELVIN OU

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PROFILE

My name is Elvin Ou. I'm an XR designer that straddles interaction and spatial design. All my past work has been aiming to encourage human interaction in the intersection of digital media and the physical environment.

Grad thesis <The Parallel> on challenging the intersection of spatial design and VR development; Co-founder of digital media studio NEONBLACK which created the immersive interactive installation <Mirage Well>.

Goal-driven and committed to excellence, aiming to use creative thinking, design skills and innovative technology to manipulate a wide gamut of tools in order to revolutionize

EDUCATION

MPS in Interactive Telecommunications Program
Tisch School of the Arts, NYU
New York, 2018-2020

BFA in Interior Design
Pratt Institute
New York, 2014-2018

BFA in Studio Arts
Stony Brook University
New York, 2013-2014

EXPERTISE

• Virtual Reality Development
• Augmented Reality Development
• Digital Visualization
• Spatial Design
• 3D Modeling
• Experience Design
• Interaction Design

HONORS

• Red Burns Scholarship 2020
• NY11+ 2019 Interior Design Student Exhibition - Designing for Wellness 2019
• Education Legacy Fund Scholarship by American Society of Interior Designers (ASID) 2018
• Harlod Leeds Scholarship 2016
• Holland T and Mary Jeanne W Scholarship 2016

EXPERIENCE

Visiting Assistant Professor
Pratt Institute, Interior Design Department, New York, August 2020-December 2020

• The course introduces students to interactive design installation concepts through a review of historical and current precedents with a basic primer to Physical Computing to augment the relationship between the user and the built environment

Co-founder & Experience/Spatial design Lead
Neonblack Studio, Shanghai & Beijing, April 2019 - Present

• Co-founder of Neonblack Studio, partnering effectively with multidisciplinary artists, designers, technologists, venues, curators, press, vendors and fabricators
• Create VR prototypes for playtesting to enable project confirmation before final physical production
• Design compelling site-specific immersive interactive experiences
• Concept development driven by culture and innovative technology
• Contribute to technical development including kinect, motion graphic, projection mapping, lighting, etc.
• Understanding of installation design and fabrication, on-site preparation and revision
• Strong organizational, multi-tasking, and time management abilities

Interior Design Internship
Morris Adjmi Architects, New York, May 2017- May2018

• Experience with high-end residential and hospitality design
• Assist and learn the specifications and scheduling of furniture & finish, along with ordering and shipping
• Solid communication and presentation preparation experience
• Work under the supervision of a studio director and senior-level team member to develop design ideas
• Produce graphic presentations and renderings, and revise construction drawings
• Experience with 2D/3D software including Revit, AutoCAD, SketchUp, Adobe Creative Suite (Photoshop, InDesign, Illustrator), and MS Office

Interior Design Internship
Gensler, Shanghai, Jun 2016 – Aug 2016

• Completion of five prototype store designs for KFC CHINA pitch; two of five prototypes won
• Assist in preparation of interior designs, calculations, sketches, diagrams, schematic drawings and VR presentations
• Work under the supervision of a project manager and senior-level team member to develop design ideas
• Experience with 2D/3D software including Lumion, AutoCAD, SketchUp, Adobe Creative Suite (Photoshop, InDesign, Illustrator), and MS Office

SKILLS

Unreal Engine | Blueprint VR	Blender	Figma
Unity | AR	C4D	Adobe Indesign
SketchUp	Processing	Adobe Photoshop
Lumion	p5.js	Adobe Lightroom
Revit	Max msp	Adobe Illustrator
Rhino	Madmapper	Adobe Premiere
AutoCAD	Arduino	Adobe After Effects