Di 'Teddy' Tian

+86 159 2144 9657 teddyaster@shanghaitech.edu.cn
Shanghai, China ditian.org linkedin.com/in/teddyaster

Education

- **ShanghaiTech University** Sep 2023 - Jun 2027 (Expected)
  B.Eng. in Industrial Design, Entertainment Design *Shanghai, China*
  - Cumulative GPA: 3.65/4.00; Major coursework GPA: 3.89/4.00 (59 credits, calculated)
  - Top 10 in Department
- **University of California, Berkeley** Summer 2024; Fall 2025
  Exchange Student *Berkeley, CA, USA*
  - GPA: 4.00/4.00
  - Coursework: Tangible User Interfaces, HCI Design, Design Methodology, Resistance Media, Music Theory

Research Interests

Human-computer interaction; tangible and embodied interaction; acoustic and physiological sensing; adaptive interfaces; sound interaction; extended reality

Publications And Manuscripts

- **Di Tian** and Yanjun Zhou. "Exhale to Execute: Transforming Commercial Microphone Arrays into Directional Airflow Sensors for Ubiquitous Interaction." *Proceedings of the 39th Annual ACM Symposium on User Interface Software and Technology (UIST 2026)*. doi:10.1145/3830398.3830506.
- **Di Tian**, Sihan Wang, Gu Zhang, and Yanjun Zhou. "Through Avian Eyes: Perception, Alien Language, and Narrative Agency in VR." *SIGGRAPH Asia 2026 XR*. doi:10.1145/3829342.3838217.
- **Manuscript under review at IMWUT**. Empirical study of breath as body-centered input across force matching, spatial targeting, drawing, and dynamic tracking with 60 participants. **First author.**
- **Full paper under review at CHI 2027**. Method for deriving reliable breath-command vocabularies from closed-loop trajectories, evaluated with 900 trials from 30 participants. **First author.**

Research And Teaching Experience

- **Undergraduate Researcher, ShanghaiTech University** Sep 2024 - Present
  Advised by Prof. Yanjun Zhou *Shanghai, China*
  - Developed three studies of breath input, covering directional airflow sensing with commercial microphone arrays, a 60-participant study of body-centered control, and a vocabulary-selection method evaluated on 900 trials from 30 participants.
  - Led *Through Avian Eyes*, accepted to SIGGRAPH Asia 2026 XR. Built its 6DoF hand-velocity and body-posture flight controller; designed and implemented wayfinding with Wwise spatial audio and bird-call visual effects.
  - Teaching Assistant, *Game Criticism* (Spring 2025).
  - Teaching Assistant, *Mechanism and Practice of Offline Social Games* (Spring 2026).
  - Teaching Assistant, *Material Narratives: Traces and Order in Contemporary Jewellery* (Summer 2026).

Industry Experience

- **thatgamecompany** Feb 2025 - Present
  Creative Content Artist, Global Growth Marketing Creative *Shanghai, China*
  - Design digital campaign visuals and event creative for *Sky: Children of the Light* across Southeast Asian markets, coordinating localization with global user-acquisition and growth teams.
  - Co-developed the *Sky Hug Challenge* campaign concept and promotional materials, and built its TikTok effect around a two-player, response-dependent social gesture.
- **Liquid Meow Game** Apr 2024 - Sep 2024
  Music and Sound Designer; Marketing Artist *Hangzhou, China*
  - Composed eight in-game music tracks and designed more than twenty sound effects for *Messy Up*, integrating audio with gameplay and the game's visual tone.
  - Created post-launch marketing visuals and merchandise concepts for promotion and community engagement.

Selected Projects And Creative Work

- **Scentsory** 2025
  - Multisensory installation exploring cross-modal perception through coordinated visual, auditory, and olfactory stimuli; selected for exhibition at Ars Electronica Festival in Linz.
- **MOBIUS** 2025 - 2026
  - Directed end-to-end production of an independent game, contributing music and sound design, Wwise-Unity audio integration, level design, programming, and project coordination.
- **PACIFY, iGEM Team ShanghaiTech-China** 2024
  - Designed the team wiki and visual identity, an educational card game, and promotional video materials for a synthetic-biology project awarded a Global Gold Medal.

Selected Honors

- **Best Game, College Students**, China Game Design Competition, *MOBIUS* 2026
- **Selected for Exhibition**, ChinaJoy, *MOBIUS* 2026
- **Outstanding Game, College Students**, Unity China Game Dev Challenge 2025
- **Selected for Exhibition**, Ars Electronica Festival, *Scentsory* 2025
- **Global Gold Medal**, iGEM Grand Jamboree, ShanghaiTech-China, *PACIFY* 2024
- **Potential Award (Overall Top 5)**, Sony China Creativity & Design Competition 2024
- **Gold Award, Student Music**, MUSE Creative Awards 2025
- **Silver Award, Conceptual Design - Green**, MUSE Design Awards 2025

Skills

- **Programming** C++, Python, C#, TypeScript, React.js
- **Interactive Systems** Unity, Unreal Engine, TouchDesigner, Wwise
- **Audio & Music** FL Studio, Logic Pro
- **Design** Figma, Adobe Creative Suite, Rhino 3D
- **Languages** Chinese · Native
  English · TOEFL iBT 110/120