

Karen Zheng

(848) 328-0597 | karenzheng15@gmail.com | linkedin.com/in/karenzhengg | Portfolio: karenzheng.carrd.co

EDUCATION

New York University, Tisch School of the Arts | GPA: 3.7 | New York, NY May 2028
BFA in Interactive Media Arts | Minor in Technology Management & Design, Studio Art

SKILLS

Coding: C#, Python, JavaScript, p5.js, Java, HTML, CSS

Design & Tools: Figma, Unity, Adobe Creative Suite, Aseprite, Visual Studio, Google Suite, Adobe After Effects

Certifications: EA Product Management Simulation (Forage), IBM AI & AI Interaction (SkillsBuild)

RELEVANT EXPERIENCE

Urban Arts, Game Academy | *Ambassador* | New York, NY Sep 2025 – Present

- Presented to 100+ students using user-focused communication and audience-tailored messaging
- Collaborated with 20+ team members to improve engagement and program experience consistency

Teacher Assistant Sep 2024 – Present

- Taught 120+ students game design, interaction logic, and C# in Unity
- Supported curriculum iteration using feedback and data insights, increasing retention by 21%
- Designed structured learning experiences, achieving 98% completion rate (+37% YoY)

EGD Collective, Studio Aspen | *Prop Artist* | New York, NY Sep 2025 – Dec 2025

- Created iterative prop and environment designs in an 80+ member interdisciplinary studio
- Refined assets through critique cycles aligned with product-style design workflows
- Delivered production-ready visuals for 3D implementation

PROJECTS

Future Innovators Summit (Hosted by Comcast NBCUniversal) | *Google Slides, Procreate* Nov 2025

- Worked in a 5-person team in a 150+ participant design sprint to improve user experience
- Designed a wayfinding and engagement system featuring real-time wait times and exploration flows for Universal Epic Universe

Quantum Creators Con (Hosted by QuEra Computing) | *p5.js, After Effects* Feb 2025

- Collaborated in a team of 3 to design an educational game explaining quantum computing concepts to beginners.
- Produced a 30 second animation comparing qubits to ghosts, using metaphor to simplify complex quantum ideas.
- Enhanced the project using p5.js, showcasing how qubits interact through interactive gameplay.

Color Clash | *p5.js, Aseprite, After Effects* Nov 2024 – Dec 2024

- Designed interactive user flows and wireframes for a browser-based application, focusing on usability and clarity across multiple screens
- Built a component-based UI system with real-time input handling and state-based interactions
- Tested and iterated interface design to achieve smooth 60 FPS performance (90%+ speech recognition)

The Vanishing Enigma | *Unity, Visual Studio, C#, Aseprite* Aug 2022 – June 2024

- Contributed to 10-person game with 400+ players and 600+ views on itch.io
- Designed 15+ character assets supporting end-to-end game development
- Winner of 2024 Congressional App Challenge (12,682 submissions)

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow | *Career Preparation Fellow* | New York, NY Sep 2025 – Present

- Selected for an 18-month competitive leadership program focused on analytical thinking, structured problem solving, and professional development
- Complete business case studies and assignments to grow leadership and technical skills
- Attend conferences hosted by industry leaders such as Deloitte, LinkedIn, and Target