

Qiyun (Q) Gao

(929) 387-0357 • qg2054@nyu.edu • www.qiyunqgao.com

EDUCATION

New York University, Tisch School of the Arts, New York, NY

May 2025

Bachelor of Fine Arts, Interactive Media Arts, GPA: 3.8

Minor in Urban Design and Architecture

Relevant Coursework: Creative Coding, Immersive Interactive Design, 3D Design, Physical Computing

SKILLS

Skilled Softwares: Unreal Engine, Unity, TouchDesigner, HTML/CSS, Javascript, Arduino, Madmapper, Resolume Arena, Adobe Suite, Max MSP, VCV Rack, Ableton Live

HONORS

- New Talent List 2025, selected by Framework Video
- Tisch Profunds Grant Recipient (2023, 2024)
- Tisch School of the Arts Dean's List 2023

SELECTED PROJECTS

Petrichor (Immersive and Interactive Design)

Spring 2024

- Developed concept and conducted research
- Built, textured, and animated the 3D scenes and models using Unreal Engine and Maya
- Developed a real-time pipeline linking Motion Capture, TouchDesigner, Ableton Live, Unreal Engine, and immersive 4-wall projection
- Sponsored by NYU Tisch and received over 500 visitors across two 4-hour exhibitions over two days

Fragments of an Afternoon (3D Content Creation and XR Design)

Spring 2024

- Built 3D scenes, models, and interactive elements in Unreal Engine and Cinema 4D
- Packaged for VR development
- Presented at the ITP Synthetic Architecture Final Show to an audience of artists and professionals.

To Eat a Pomegranate (Generative Art and Physical Computing)

Spring 2023

- Conducted in-depth research and designed the visual collages using Photoshop and TouchDesigner
- Designed the workflow from fruits to Arduino, Ableton Live, and TouchDesigner
- Performed at Jay St Garage for an audience of approximately 70 people

RELEVANT EXPERIENCE

Undergraduate Research Assistant: New York University, Research Department,

Summer 2024

New York, NY

- Initiated and conducted research to design the framework for the Billie Holiday virtual gallery
- Built rapid prototypes of the exhibition structure in Unreal Engine and Rhino.
- Created data visualizations using Tableau, creative coding, and hand-drawn techniques

Profunds Leader and Member: New York University, Tisch School of the Arts, New York, NY

2022 - 2024

- Awarded over \$2,000 in funding from Tisch Profunds, the Office of the Dean, and the Tisch Undergraduate Student Council.
- Led a cross-disciplinary team spanning four Tisch departments and curated the final immersive exhibition.
- AR Scene and 3D Developer for the 2022–2023 project *Pfiff*

Creative Career Accelerator: Second Stage Theater, New York, NY

Summer 2022

- Consulted for 2nd Stage Theater to develop initiatives and identify Talkback partners to better connect with Native American communities
- Created and presented a complete proposal pitch deck