

ZIHAN FAN

(MICHELLE)

Pittsburgh, Pennsylvania
Nanjing, China

SUMMARY

Experience designer and researcher with a foundation in 2D animation. Interested in interdisciplinary practices that bridge art, design, and technology, with a focus on research-informed interactive and immersive experiences.

EDUCATION

Carnegie Mellon University /

Master of Entertainment
Technology

September 2024 - current, Pittsburgh

School of Visual Arts / Bachelor of Arts in Animation

September 2020 - May 2024, New York

SKILLS

Art and Design



- Adobe Creative Suite
- Toon Boom Harmony
- Toon Boom Storyboard
- Procreate
- Blender
- Figma

Interactive Software

- Arduino
- TouchDesigner

Production

- Organization
- Team Leadership
- Project Management

 <https://www.linkedin.com/in/michellefzh/>
 <https://michellezihanf.github.io/>
 516-807-8797
 michellefzh@gmail.com

ACADEMIC PROJECTS

ByteMX (Ruach Bicycle Club) / 2D Artist & UI/UX Designer

September - December 2025, Pittsburgh

- Conducted iterative user research through structured playtesting sessions, observations, and interviews with the target age group; synthesized findings to inform design decisions.
- Created and maintained user flow diagrams to analyze interaction patterns and ensure logical, efficient task progression across the application.
- Led 2D art direction and UI/UX design in Unity, making visual and interface decisions appropriate for target audience
- Authored a comprehensive project handoff document, detailing application usage, features, design decisions, limitations, and recommendations for future development teams (excluding code)

BotMania (Give Kids The World) / Artist, Co-Producer

January - May 2025, Pittsburgh/Orlando

- Designed and iterated on user flow to ensure a smooth and engaging experience
- Sketched storyboards rapidly in Procreate to facilitate efficient team ideation and communication
- Designed UI and created 2D assets using Adobe Illustrator
- Made 2D animation in Adobe After Effects and Unity
- Recorded, edited, and voiceover for the demo video in Adobe Premiere and Audition
- Managed production timeline and supported teammates with project tracking
- Organized playtests and actively documented user feedback to guide improvements
- Maintained regular communication with the client and provided consistent progress updates

PERSONAL PROJECTS

Piggy Home (UX Design)

August 2023 / Personal project

- Conducted user research through surveys and interviews to understand spending habits and identify common pain points in personal budgeting
- Analyzed data to uncover patterns of unnecessary purchases and low-usage items
- Created a user journey map highlighting challenges in consumer behavior and mapped out design-driven solutions
- Designed core app functions aimed at promoting saving and reducing impulsive buying
- Developed full UI in Figma, including interactive wireframes and prototypes for all user flows