

Zihan Fan

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SUMMARY

Interdisciplinary designer and researcher working across interactive media, games, and visual communication. Interested in using tools and emerging interaction technologies to create meaningful experiences for learning, health, and social impact, with strengths in user research, prototyping, usability testing, and cross-disciplinary collaboration.

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

Research Methods

Qualitative Research | Quantitative
Research | Mixed-Methods
Research

Technologies & Prototyping

Unity | Arduino | TouchDesigner |
Sensor Integration | Immersive
Interactive System Development

Design & Creative Practice

Game Design | UI/UX Design | 2D
Visual Design & Animation | Figma
| Adobe Creative Suite

PUBLICATIONS

- **Fan, Z.**, Xu, L., Chen, S., & Wang, Y. (2025). A CNN-Transformer fusion model-based EEG signal-driven method for game video emotion classification. *Journal of Mechanics in Medicine and Biology*, 25(8), Article 2540069. <https://doi.org/10.1142/S021951942540069X>
- Xu, L., Zheng, Y., & **Fan, Z.** (2025). Research on innovative design of electrical products under the integration of art and engineering. In E. Y. Li (Ed.), *Proceedings of the 25th International Conference on Electronic Business* (pp. 335–342). ICEB 2025, Hanoi, Vietnam.

ACADEMIC PROJECTS

Remnants | Producer / Research Lead

Immersive Interactive Installation Project, Entertainment Technology Center, Carnegie Mellon University

- Initiated and led project development, created and presented the concept proposal, and secured departmental approval.
- Managed the full project production, defining milestones and development plans from concept design through final implementation.
- Facilitated team meetings, coordinating software development, hardware fabrication, interaction design, and visual experience design.
- Coordinated with faculty advisors, technical staff, and external stakeholders, including dementia-care experts, community organizations, and prospective study participants.
- Planned and conducted multiple rounds of user testing, synthesized observations and feedback, and translated findings into actionable design and feature iterations.

BotMania | Co-Producer / UI/UX Designer

Educational Game Installation for Give Kids The World Village, Orlando

- Designed the interaction flow and improved the overall user experience, contributing to interface logic.
- Created storyboards and interaction sketches to support concept validation and rapid design iteration.
- Developed the game UI, 2D visual assets, and animations.
- Conducted usability testing with children, observed user behavior, and translated findings into actionable design improvements.

TEACHING EXPERIENCE

Carnegie Mellon University | Teaching Assistant

- Assisted faculty with project-based instruction.
- Mentored student teams throughout project development, providing feedback on interaction design, game experience, and presentation strategy.
- Coached students on pitch structure and slide design to strengthen the clarity and persuasiveness of their presentations.
- Supported assignment evaluation and course feedback.