

# Kui XU

Neuenburger Str.34, Bremen, 28219, Germany

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## EDUCATION BACKGROUND

2021.09-	University of Bremen Digital Media	Master Programe
2015.09-2019.06	Guangdong University of Technology (GDUT) Digital Media Technology	Bachelor

## RESEARCHES & EXHIBITIONS

2023.05	<i>Fullfill , BRIXEN WATER LIGHT FESTIVAL, Italy, 2023</i>	
2022.07	<i>Fullfill , Hochschultage Bremen 2022</i>	
	<ul style="list-style-type: none"><li>• An audio visualization interactive installation</li><li>• An art project that combines technology, sound, and visual art to create a unique and engaging experience for the audience.</li></ul>	
2023.04	<i>Polytope Xia , HFK-Bremen</i>	
	<ul style="list-style-type: none"><li>• On the 100th birthday of the composer, architect and multimedia artist Iannis Xenakis, students of both departments of the University of the Arts Bremen have studied his Polytope de Cluny (1972), an early milestone of immersive digital media art.</li></ul>	
2023.01-2023.04	<i>CreaBot : Master Project</i>	
	<ul style="list-style-type: none"><li>• An exploration of the limitations of reinforcement learning in the context of affordances.</li><li>• Focus on the physical execution of affordances and show that they provide rather complex situations—proving to be quite difficult for reinforcement learning in certain cases.</li></ul>	
2023.02	<i>'Mixed Reality: A Thrilling Story of UFO', KOMPLIZIERT GEFALTET ART-FabLab AUSTELLUNG</i>	
	<ul style="list-style-type: none"><li>• A chimera that consists of an arrangement of parts of its fantastic anatomy.</li><li>• A unified, foldable object that facilitates the seamless integration of the digital and physical worlds, while we search for the optimal balance of this unique coexistence.</li><li>• electronics, a found object, 30 model</li></ul>	
2019.01-2019.05	<i>Drum Rhythm VR , Bachelor Project &amp; Thesis</i>	
	<ul style="list-style-type: none"><li>• Constructed all the 3D objects of the scenes.</li><li>• Designed the visual effects by Shader Forge.</li><li>• Designed the interaction progress of the whole game.</li><li>• Produced the trailer of presenting the demo of Drum Rhythm VR;</li></ul>	
2018.04-2018.05	<i>23rd international Bremen film conference</i>	
	<ul style="list-style-type: none"><li>• Exhibited a virtual reality animation Cross the border.</li><li>• Designed publicity posters.</li><li>• Guided and assisted all the guests to use the VR gears to experience the VR world.</li></ul>	
2018.03-2018.09	<i>Move Ur Butt, HFK-Bremen</i>	
	<ul style="list-style-type: none"><li>• Explored a new interaction method combining AR and mirror.</li><li>• Constructed the model and used Unity 3D to develop an AR demo of learning how to dance.</li><li>• Set up the scene of using the AR demo; Produced a video to present the concept.</li></ul>	

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## **WORK EXPERIENCE**

**2020.02-2021.07** | *GuangDong Peizheng College*

**Lecturer**

- Assist in teaching basic lectures and coaching experiments of Digital Media classes.
- Teach the subject “The Foundation Digital Media Technology”.
- Teach the subject “Virtual Reality Technology (Unity3D)”.
- Teach the subject “Computer Basics for College Students (Microsoft Word)”.

**2019.07-2020.02** | *GOMO Technology Co., Ltd*

**Digital Designer**

- Responsible for the design and production of poster and video ads and original content for international media, and the user feedback effect brought by creative content.
- Processed and designed special visual effects based on the mobile recording videos to achieve the creative effect of combining the real and the virtual.
- Designed H5 Website ads to advertising the products.

**2018.10-2019.01** | *TanTan Technology Co., Ltd*

**Digital Designer Intern**

- Designed posters and images for Abroad Marketing department.
- Directing short commercial videos that campaigning in TikTok, Facebook, Instagram, Twitter and othersocial media platforms.