ZIYUE (YORK) ZHONG

Creative Technologist | XR / Interactive Media | Interactive Audio

Dublin, Ireland | +353 89 986 9343 | zhongziyue955@gmail.com

Portfolio: yorkzhong.top **| LinkedIn:** linkedin.com/in/ziyue-zhong-982149426

PROFILE

Creative Technologist with a background in animation, 3D production and interactive media. Experienced with Unreal Engine 5, Blueprint, VR/AR prototyping, interactive/spatial audio and real-time environments. Currently pursuing an MSc in Interactive Digital Media at Trinity College Dublin, with a focus on immersive experience design, creative technology and audio-driven interaction.

EDUCATION

TRINITY COLLEGE DUBLIN — MSc Interactive Digital Media | Dublin, Ireland Sep 2026 – Sep 2027

JILIN ANIMATION INSTITUTE — Bachelor of Fine Arts, Animation Sep 2022 – Jun 2026

Average Score: 84/100 | IELTS 7.0

SELECTED PROJECTS

MAYHEM WITH YORE — Interactive VR Spatial Audio Experience 2025; Jul 2026 – Present

- Individual project. Originally developed as a multi-scene VR experience in 2025; rebuilt from July 2026 as a focused Unreal Engine 5 + FMOD spatial-audio experience.
- Designed VR interaction and progression logic in Blueprint, linking environmental objects and player actions to audiovisual state changes.
- Developing positioned 3D audio, parameter-driven sound behaviour and adaptive sound layers to support exploration and interaction.
- Created and refined the environment, materials, lighting, Niagara effects, original music and sound content; current rebuild also focuses on VR-conscious visual optimization.

SOUNDQUEST — AR Music Learning Experience Jul 2024 – Mar 2025

- Individual concept and prototype exploring how AR, sound and visual guidance can support embodied music learning.
- Designed the interaction model, user flow, UI/UX and visual language; created 2D/3D assets with Figma, Blender and Unreal Engine 5.
- Implemented selected AR interaction prototypes and technical tests, while the broader learning system remained primarily at concept/prototype stage.
- Produced original music and developed the project's audiovisual feedback direction for instrument exploration and guided practice.

THE SACRED SIN — Interactive Narrative Escape Room Sep 2024 – Mar 2025

- Individual Unreal Engine 5 project set in a traditional Chinese teahouse, combining environmental storytelling, exploration, puzzles and narrative audio.
- Designed and created the 3D environments, interaction logic, puzzle flow, lighting, visual presentation and Blueprint-based gameplay systems.
- Produced and integrated voice-over, sound and narrative cues to connect object interaction with story progression and environmental feedback.

PROFESSIONAL EXPERIENCE

SICHUAN CHENGDU YOUXIA TECHNOLOGY CO., LTD. — 3D Modeler May 2026 – Aug 2026

- Produced and refined 3D models and assets for digital/interactive production, supporting visual quality and project delivery.

APPEN — AI Data Annotator Dec 2025 – May 2026

- Performed structured data annotation and quality-control tasks for AI data production workflows, maintaining consistency and accuracy across datasets.

SICHUAN MOJIE TECHNOLOGY CO., LTD. — 3D Designer Aug 2025 – Nov 2025

- Produced 3D assets and supported environment/visual development for digital media projects, contributing to modeling, presentation and production workflows.

TECHNICAL SKILLS

XR / Interactive	Unreal Engine 5, Blueprint Visual Scripting, OpenXR / VR, AR, Interaction Design
Interactive Audio	FMOD, Spatial Audio, Interactive Audio, Reaper, FL Studio, Ableton Live
Real-time / 3D	Niagara, Material Editor, Blender, Maya, Character Creator, ZBrush, Substance 3D Painter, Marmoset Toolbag, SpeedTree
Design	Figma, UI/UX, Environmental Storytelling, Real-time Lighting, 3D Environment & Asset Production
Web / Programming	HTML / CSS / JavaScript — Basic; Blueprint Visual Scripting
Languages	English — IELTS 7.0; Chinese — Native

AWARDS & ADDITIONAL

- Special Prize, National English Competition for College Students (NECCS), 2023
- Second Prize, University-level Game Design Contest, Jilin Animation Institute, 2024
- First Prize, University-level Original Songwriting Competition, 2023