Kehan Chen

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Portfolio: kehan-chen.com

Education

Carnegie Mellon University Pittsburgh, PA | 2026 – 2028
- Master of Entertainment Technology

Tsinghua University Beijing, China | 2022 – 2026
- Bachelor of Fine Arts in Art and Technology

Experience

VR Scene Development Intern, iQIYI 08/2025 – 09/2025
- Co-designed Mist Theater, an immersive 360° viewing space on Apple Vision Pro.
  Developed the concept, visual design, and 3D models for iQIYI's suspense-series brand.
  The experience shipped in iQIYI's visionOS app.
- Modeled and lit the abandoned-factory scenes in Blender.
  Built interactive visuals in Unity, including gaze-and-pinch lighting that shifts between day, dusk, and night.

Selected Projects

Why Cheat on Mrs. Smith — Artist, Building Virtual Worlds, CMU ETC 09/2026
- Two-player competitive game on Xbox controllers, built in two weeks: a student tries to cheat on an exam while the teacher proctors to catch them
- Owned concept planning, 3D scene design and modeling, materials, UI flow design, and UI icon art

From Here Onward — Interaction Designer & Developer 01/2026 – 06/2026
- Designed an installation, connecting avatar creation, drawing, panoramic exploration, and a shared photo map.
- Built with React, Three.js, MediaPipe, and Flask; exhibited at Tsinghua University Art Museum with 50+ daily visitors.

Auralith — Interaction Designer & Creative Technologist 05/2025 – 06/2025
- Co-developed playable musical crystals: programmed the hardware interaction, translated crystal data into audio with OpenCV, and generated AI music via API
- Exhibited at Expo 2025 Osaka (World Expo, TEAM EXPO 2025 programme)

I-Link — Founder & Project Lead 06/2024 – 10/2024
- Designed an end-to-end service connecting children's physical letters with educational content, mini-games, and VR scenarios through an app prototype and interactive installation
- Led letter-exchange activities with ITP Home (a patient community for ITP)

Skills

Game & Real-time: Unity, Blender, Maya, Substance 3D Painter, Perforce, TouchDesigner
UI & Visual: Figma, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Procreate
Creative Technology: Arduino, React, Three.js

Awards

Comprehensive Excellence Scholarship, Tsinghua University (2025) · Finalist, 2025 Digital Heritage Competition · Best Creativity Award, 2nd Craftsman Cup Cultural & Creative Competition (2024)