

Resume

Xiaoxue (Alena) Sun

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📍 COLUMBUS, OH 43202

SKILLS

- Python, Java, Java Script, HTML, CSS, P5.js, Arduino
- Adobe Photoshop, Adobe Illustrator, Adobe Premier, Adobe After Effect, Blender, Cinema 4D, nomad
- Strong interest and ability in producing digital arts combining with technologies (hardware and coding), explorations on manipulating and creating AIGC, with experiences and developments on running social medias
- Focus on details and strong organizing ability

EDUCATION

The Ohio State University

Columbus, OH • Expected in 05/2025

Bachelor of Arts: Art and Technology

- *Dean's List* SP24, AU23, SP23, AU22, SP22, AU21
- *Linda Hanesworth Pickering Fund* Scholarship
- 3.967 GPA
- Elected Captain of Art Designer in Chinese Anime Fan Association

PROFESSIONAL SUMMARY

Diligent OSU full time student with 8 years of working and volunteering experiences, and 13 years of experiences with Art making. Skilled for utilizing multiple software in the production of video editing, 2D & 3D animation, 3D modeling, illustrating, digital painting, and AIGC, with interest and abilities on computer coding in human-computer interactions, machine learnings. Currently developing AIGC as the bridge between Computer Science, Art, and social issues.

WORK HISTORY

National Engineering Research Center of Visual - Student Research Assistant

Beijing, China • 05/2024 - 07/2024

- Studied H.266 VCC standards for intra-frame coding and rate control, and debugged the latest VVC standard on VTM19.0.
- Improved a coding unit partition algorithm using graph neural networks to reduce processing time.
- Designed a deep learning network to accurately predict coding parameters, achieving an average bitrate error of 2%.

The Ohio State University - Student Assistant

Columbus, Ohio • 09/2023 - 06/2024

- Supported research projects involving creative research, data collection, computer tracking technologies, graphic visualizations, and exhibition design.
- Assisted with workshops and exhibitions, contributing as an active member of the research team.
- Developed robotic and digital art projects, implemented human-computer interactions using machine learning, and researched and visualized soil culture.

Moujiti Art+Tech - Art Technician & Curator Assistant

Beijing, China • 05/2023 - 08/2023

- Provided technical support for the installation of new art pieces in galleries, exhibitions, and museums, exploring techniques for creating both physical and digital works.
- Assisted the main producers in completing tasks across art and design using various software tools.
- Designed user interfaces and animations for the studio's art installations, delivering creative and efficient solutions.

Central Academy of Fine Arts - Exhibition Designer

Beijing, China • 06/2020 - 07/2020

- Collaborated with a team to plan the arrangement of artworks and overall exhibition setup.
- Assisted students in refining their paintings for a private art exhibition, following their specific requirements.
- Managed the setup and teardown of artworks and facilities for the exhibition.
- Welcomed guests and provided information about the exhibition and featured artworks.