



[www.sfzhou.com](http://www.sfzhou.com)

## EDUCATION

Graduate, Northeastern University 2019-2023  
MS in Game Science and Design - 4.0/4.0  
MS in Human Factor Engineering - 3.98/4.0

Bachelor, Samford University 2012-2017  
BS in Psychology - 3.51/4.0  
Minor in Fine Art - 3.78/4.0

## CAREER EXPERIENCE

Northeastern University, Boston, U.S 2022-2023  
Intelligent Human-Machine Systems (IHMS) Laboratory  
Unity3D Developer

Harvard University, Boston, U.S 2020-2021  
Harvard CAMlab  
Intern Level Designer

City University of Hong Kong, Hong Kong 2020-2021  
STUDIO FOR NARRATIVE SPACES  
STUDIO FOR NARRATIVE SPACES  
HCI Researcher & Game Designer

Thomas Group GmbH, Shanghai, P.R.C 2017-2019  
UI/UX Designer

## PUBLICATION

Designing For Compatible Narrative With Incremental Game Mechanics :  
Actualizing Storytelling Based On Incremental Main Loop  
Game Science And Design, Theses And Dissertations - DRS, 2021

Remapping and Replay in Generative Spaces  
XXIII Generative Art Conference - GA, 2020

## EXHIBITION

If Control And Prevention Of The Epidemics Are Not Medically Oriented,  
So Are The Antigen Test  
Shanghai Opening! Open Call, 2022

The Crux  
SALVADOR'S DELI , Birmingham Museum of Art, Alabama, 2016

## HONORS/ AWARD

NEURATH AWARD - OUTSTANDING SCHOLARSHIP  
The Department of Art + Design, Northeastern, 2021

Dean's List for noteworthy academic achievement  
2015 Fall + 2016 Spring + 2016 Fall  
University Registrar - Samford University