

Tianlu Tang

Interaction Designer, AR/VR @ Google

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Work Experience

Google - Interaction Designer, AR/VR

01/2023-Now | San Francisco, CA

User experience design for Google's future AR/VR products. My day-to-day includes:

- Concept ideation & Product strategy;
- UX & Wireframes;
- User research & testing;
- Spatial interaction & prototyping;
- UI & motion design;

Trigger Global Inc - XR Innovator

08/2021-Now | Los Angeles, CA

Design and ship AR/VR experience and products for clients including Niantic, Verizon, Walmart, Qualcomm, and more.

Boundary Digital - Product Designer, UI/UX

11/2020-07/2021 | Los Angeles, CA

Design digital products and marketing experiences across a range of clients, mainly focus on UX, UI, visual design, motion design, branding, and prototyping.

Apple - Creative Technologist, AR

05/2019-08/2019 | Sunnyvale, CA

Concept ideation, experience design and prototype development (Unity) for mobile Augmented Reality experience.

Education

Art Center College of Design

09/2016 - 04/2020

MFA in Media Design Practice

Communication University of China

09/2012-07/2016

BA in Visual Communication Design

Focus

AR/VR/MR
Prototyping
Product Design
UX/UI

User Research
2D/3D Motion
Web/App Design
Motion Design

Tools

Figma
Framer
Principle
Photoshop
Illustrator
Premiere

After Effects
Sketch
Unity (C#)
Processing
Blender
Cinema 4D

Highlight Projects

The future of Training

2023 | Client: Verizon, Qualcomm | My role: XR Innovator

A mixed reality application for football training that allows players to view a play in 3D from any angle. The project won the 2023 AWE Auggie Award - Best Snapdragon™ Spaces App.

Jurassic World: Dominion Dinotracker AR app

2022 | Client: Niantic, Universal | My role: XR Innovator

An augmented reality mobile application allows user to discover, track, and interact with life-size dinosaurs in their real-life surroundings. The app launched globally in 2022 alongside the box-office blockbuster Jurassic World: Dominion.

PGA Jr League Safari Par-tee AR app

2022 | Client: Niantic, PGA | My role: XR Innovator

An mobile game that inspires children to play golf into an unprecedented multiplayer augmented reality golf game experience. The project was prominently featured in Niantic's Lightship ARDK Launch Keynote