

Kevin Huang Wu

PROFILE

Creative and technically skilled postgraduate student with a strong academic background in music, technology, and immersive media. Having completed a Bachelor of Music with a specialisation in Music Technology and currently undertaking an MPhil in Music and Media Technologies at Trinity College Dublin, I have developed a solid foundation in audio-visual design, programming interactive systems, and real-time media processing. My current thesis research explores the impact of VR immersive environments on mental states using brain-computer interface (BCI) technology, reflecting my growing interest in digital interaction and adaptive systems. I am now looking to expand my knowledge and transition into interactive digital media, where I can combine creative thinking with technical expertise to develop innovative, user-centred experiences.

EDUCATION EXPERIENCE

Trinity College Dublin

-Master of Philosophy (MPhil) in Music and Media Technologies

- Grade for semester 1: Distinction

- Expected Graduate in: [August, 2025]

- Focus on immersive audio, real-time sound design, media design and technologies.
- Thesis Research project on VR immersive environments and their impact on mental state using BCI technology.
- Developed skills in Max/MSP, Processing, Adobe After Effects, Adobe Premiere Pro, Adobe Photoshop, Unity.

Trinity College Dublin

Bachelor of Music (Hons) – Specialisation in Music Technology

- Grade: II. I

- Graduated: [2024]

- Modules included audio production, digital signal processing, and multimedia composition.
- Completed practical and theoretical coursework in sound design and creative technologies
- Developed skills in Pure Data, Logic Pro X, Reaper, and MuseScore.

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SKILLS

- **Audio Programming:** Max/MSP, Pure Data.
- **Visual Programming & Interaction:** Processing.
- **Digital Audio Workstations:** Logic Pro X, Reaper.
- **Video & Visual Editing:** Adobe Premiere Pro, After Effects, Photoshop.
- **3D/Immersive Audio:** Ambisonics, binaural processing, spatial audio design.
- **VR & Immersive Media:** Using Unity creating games and environments.
- **OSC Communication:** Real-time control between software platforms.

ACHIEVEMENTS

- **Scholarship,** Postgraduate E3 Balanced Solutions for a Better World Scholarship.
- **Class Representative,** Bachelor of Music (Years 1 & 2)
- **Chairperson,** Trinity Chinese Society (Year 4 & Postgraduate Year)