

WORK EXPERIENCE

New York University

Graduate Research Assistant of Creative Coding

Sep. 2018 - present

- Constructed the TA system of Creative Coding class on IDM, assisted more than 60 students.
- Provided technical support for 6 classes on p5.js, coding arts, interactive games, data visualization, Arduino, Kinect and Wearable hardware development projects.
- Participated in Machine Learning Art projects and assist Course Material Management.

New Reality Company at R/GA

VR / AR Software Developer Intern

May 2019- Aug 2019

- Developed VR and AR projects, Iterating prototypes using Unreal Game Engine.
- Lead the team develop applications on Oculus Rift S, Leap Motion, Vive Pro and Magic Leap
- Directed the showreel video for Rain Forest MR project applying to the Epic Game Grant.
- Integrated Evolution Algorithm and built custom frontend dataviz interface with WebGL+OSC.

Monoame Design Studio

Founder / Full Stack Developer / Graphic Designer

May. 2015 - Aug. 2018

Major Clients: National Palace Museum, Department of Rapid Transit Systems, Industrial Technology Research Institute, National Chung-Shan Institute of Science and Technology, RemyMartin, National Taiwan University, Hewlett-Packard

- Established Monoame Design Studio, provided unique branding solution, enterprise systems, interactive application development and advanced motion graphics WebGL 3D sites.
- Led a team of designers and developers executed 20+ websites, branding design projects.

Hahow, Professional online learning platform

Tutor of Interactive Web Development

May. 2015 - Aug. 2018

- Produced two frontend design and development courses, engaged 9000 online paid students.
- Systematically covered information structure design, visual design, professional frontend workflow and development mindset that fits both beginner and professional needs.
- Guided students from basic programming concepts to create interactive design works.
- 400+ Five-star excellent reputation review from students in different disciplines.

Research Center for Technology and Art, Tsing Hua College

System Engineer

Feb 2018 - Jun 2018

- Planned system architecture for the IOT exhibition "Image of NTHU," daily attract 500+ people.
 - Built server with database, node and websockets to support multi-people real-time interaction.
 - Used socket.io, Arduino, MaxMSP and Speech Synthesis to create user-participating art works.
 - Participated in ESP32, PCB board and prototyping hardware / software development.
- Exhibited with work "English 8-2" and "Mushroom Talker".

EDUCATION

New York University

Sep 2018 - May 2020

Masters, Integrated Digital Media (IDM)

Exploring immersive experience with VR/AR, Motion capture, Creative coding art, Generative music, Interactive hardware + software Design and physical computing .

National Chiao Tung University

Sep 2013 - June 2017

Bachelor in Electronics and Computer Engineering

Focused on Software Development, computer vision, telecommunication and machine learning.

ACHIEVEMENTS

NYC Media Lab Exhibition, 2019

Accepted VR work - Floating in the Sky

NYU IDM Scholarship, 2019

Live Code NYC Speaker, 2018

The Modern Web-based Interaction of Generative Music Systems.

Taipei Smart City Hackathon

1st Prize and Grand Prize of the Jury

Acer Digital Innovation Award

1st Prize and Grand Prize of the Jury

SKILLS

Full-stack Development (6 years)
Graphic, UI/UX Design and Illustration
Virtual Reality and Augmented Reality
Game Development (Unreal Engine)
Physical Computing and Creative Coding
Prototyping, Storyboarding and Wireframing
3D Modeling, Animation and printing
Music composing and mixing

TOOLS

Visual Design / UI Design

- Photoshop / Illustrator / Premiere
- Sketch / Invision / Figma / Procreate

Development

- Node.js / socket.io / Vue.js / Laravel PHP
- Linux / MySQL / MongoDB / Docker
- Processing / Python / AutoLisp / C++ / C#
- TweenMax / D3/ Pixi / Three.js
- Creative Coding Arts with p5.js

Engineering drawing and Modeling

- AutoCAD / 3DsMax / Cinema 4D

Game Engine & VR / AR

- Expertise in Unreal game engine
- Oculus, Magic Leap, Leap Motion App dev
- Unity

Interactive Design

- Optitrack Motion Capture System
- Expertise in MaxMSP / OSC
- ESP32 board / Arduino / 3D Printing

Sound & Media production

- Logic Pro X / OBS Studio / Guitar / Piano