



CHE-YU WU

Interaction Design + Creative Engineer

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PORTFOLIO cheyuwu.com

EDUCATION

New York University

Sep 2018 - est May 2020

Masters, Integrated Digital Media (IDM)

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

National Chiao Tung University

Sep 2013 - June 2017

Bachelor in Electronics and Computer Engineering

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

WORK EXPERIENCE

New Reality Company at R/GA

VR / AR Developer Intern

May 2019- Aug 2019

- Develop VR and AR projects, Iterating prototypes using Unreal Game Engine.
- Lead the intern team develop applications on Oculus Rift S, Leap Motion, Vive Pro and Magic Leap
- Direct the demo video for Rain Forest MR project applying to the Epic Game Grant.
- Integrating Evolution Algorithm in Unreal Engine, controlling AI plant placement.

New York University

Graduate Research Assistant of Creative Coding

Sep. 2018 - present

- Construct the TA system of Creative Coding class on IDM, assisted more than 40 students.
- Provide technical support for 6 class sessions on p5.js, coding arts, interactive games, data visualization, and Arduino & Wearable hardware development projects.
- Participate in Machine Learning Art projects and assist Course Material Management.

Monoame Design Studio

Founder / Graphic Designer / Full Stack Developer

May. 2015 - present

- Establish Monoame Design Studio.
- Led teams of 3-8 people and execute 20+ company website development and branding projects for clients such as RemyMartin, Department of Rapid Transit Systems, National Palace Museum and Industrial Technology Research Institute.
- Focused on unique interactive websites and games. Work as Visual Designer, and full-stack

Hahow Online Learning Platform

Online Tutor of Interactive Web Development

May. 2015 - Aug. 2018

- Produce two website design + development courses, engage more than 8000 paid students.
- Systematically cover the workflow from information structure design, visual design, development mindset, and professional frontend workflow that fits both beginner and professional needs.
- Guide students from basic programming concepts to create interactive design works.
- 500+ 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

- Work as senior engineer and system architect for the Internet of Things exhibition "Image of NTHU", which daily attract 500+ people interact with the exhibition works.
- Using socket.io, Arduino, MaxMSP and Speech Synthesis to create user-participating art works.
- Participate in ESP32, PCB board and prototyping hardware / software development. Exhibiting with work "English 8-2" and "Mushroom Talker".

ACHIEVEMENTS

NYC Media Lab Exhibition, 2019

Accepted VR work - Floating in the Sky

NYU IDM Scholarship, Spring 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 7th, 9th

1st Prize / Grand Prize of the Jury

SKILLS

Graphic Design, Illustration and UI Design

Full-stack Web Development (6 years)

Game Development (Unreal Engine)

Interactive Creative Coding and hardware

3D Modeling, Animation and printing

Music arrangement and mixing

Project Management

TOOLS

Visual Design / UI Design

- Adobe Photoshop, Illustrator, Premiere

- Sketch / Invision

Development

- Expertise in Creative Coding Arts with p5.js

- Expertise in TweenMax / D3/ Pixi / Three.js

- node.js / socket.io / Vue.js / Laravel PHP

- Processing / Python / AutoLisp / C++ / C#

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 communication

- ESP32 board / Arduino / 3D Printing

Sound & Media production

- Logic Pro X / OBS Studio / Guitar / Piano