CHE-YU WU

Interaction Design + Creative Engineer

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EDUCATION

New York University
Sep 2018 - May 2020

Masters, Integrated Digital Media (IDM)
Focus on coding art, immersive experience, and Interaction Design

National Chiao Tung University
Sep 2013 - June 2017

Bachelor in Electronics and Computer Engineering
Focus on Software Development and communication

WORK EXPERIENCE

New York University

Graduate research assistant of Creative Coding
Sep. 2018 - present

Construct the TA system of Creative Coding class on IDM, managed 6 graduate and undergraduate class sessions, assisted more than 40 students on projects about p5.js, coding arts, interactive games, data visualization, and hardware development.

Monoame Design Studio

Founder / Graphic Designer / Full Stack Developer
May. 2015 - present

Establish Monoame Design Studio. Leaded teams of 3-8 people, 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. Worked as a Project manager, Visual Designer, and full-stack developer. Focused on interactive solutions websites and games to provide unique creative solutions.

Hahow Online Learning Platform

Tutor of Interactive Website Design / Development
May. 2015 - Aug. 2018

Produce two online website design + development courses, engage more than 7000 paid students. Systematically cover the workflow from information structure design, visual design, development mindset, to polishing projects. Guide students with studio project experience to learn from basic programming concepts to create interactive and designed works. 150+ Five-star excellent reputation review from students in different fields.

Research Center for Technology and art, Tsing Hua College

System Engineer
Feb 2018 - Jun 2018

Develop system of Internet of Things exhibition "Image of NTHU" using socket.io, Arduino, MaxMSP and Speech Synthesis System which daily attract 500+ people interact with the exhibition works. Participate in ESP32, PCB board and prototyping hardware / software development. Exhibiting with work "English 8-2" and "Mushroom Talker".

Shyang-Horng AutoCAD Tech. Center

Cartography and AutoLISP Development
May 2014 - Jun 2016

Produce Animation for Chang Gung Memorial Hospital Technique press release . Have solid training in 2D /3D Engineering Drawing. Worked in project of Automation Cartography Solution using AutoLisp for Apex Material Technology Corp. Deliver 3D graphics for Energy technology company & Elevator manufacturers using 3D Max.

AWARD

Acer Digital Innovation Award 7th, 9th
1st Prize / Grand Prize of the Jury

Mei-Chu Hackathon
1st Prize of Microsoft Group

Taipei Smart City Hackathon
1st Prize and Grand Prize of the Jury

Mobile Open Platform Conference
Conference Speaker
Animation Website using Vue.js /TweenMax

SKILLS

Interaction design and development
Visual Design / Illustration
Full-stack Development
Branding / Marketing
3D Modeling and Animation
Project Management
Music Production

TOOLS

Visual
- Sketch
- Adobe Creative Suite

Engineering drawing and Modeling
- AutoCAD / 3DMax
- Cinema 4D

Team Work
- Zeplin
- Invision

Development
- Html / Css / Sass / Pug
- TweenMax.js / D3.js / Pixi.js / Three.js
- webpack and git
- node.js / socket.io
- AutoLisp

Frameworks
- Frontend / Vue.js
- Backend / Laravel

Sound
- MaxMSP