



## 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. Led 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