

CREATIVE TECHNOLOGIST



WORK EXPERIENCE

AR Developer

Good Naked Gallery | Jul. 2020 - Aug. 2020

Implemented an augmented experience for the virtual exhibition in Spark AR.

Recomposed 16 pieces of paintings for better mobile viewing experience.

AR Developer

Resilience 2032 | Jun. 2020 - Oct. 2020

Implemented four AR filters to enhance the social media immersive experience for the 2032 narrative

Introduced creative directions to improve the outreach for targeted audience

Web AR Developer

Octavia Immersive | Jun. 2020 - Oct. 2020

Implemented web AR using head tracking tools in three.js for Electric Dreams Festival 2020

Creative Technologist

Authentic or Not | Nov. 2019 - Dec. 2019

Built an interactive game to learn recipes using Arduino and p5.js.

Exhibited for ITP Winter Show 2019 & Liberty Science Center for EWeek 2020

Attracted more than 3000 people with our game

CONTACT

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EDUCATION

New York University

Master of Professional Studies - May 2021

University of Wisconsin-Madison

Bachelor of Business Administration & Letters and Science - May 2019

SKILLS

Software

Unreal, Unity, Spark AR, Blender, Cinema 4D, Max/MSP, Adobe Creative Suite.

Web

HTML5, CSS, Javascript, MySQL, Node, GLSL DigitalOcean, Heroku, MongoDB, Glitch.

Others

Interactive Installations, Quick Prototyping, Fabrication, Computer Music, Physical Computing.