

ALISSA HSU

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EDUCATION

New York University, Courant Institute of Mathematical Sciences

Bachelor of Arts in Computer Science, Minor in Web Programming

New York, NY

May 2026

- **GPA:** 3.52/4.00 | **Courses:** Web Development, Graphic Design, Drawing on the Web, AI, Natural Language Processing

EXPERIENCE

Dirt Empire

New York, NY

Creative Technology & Studio Intern

- Brought a technical programming background into the production of interactive installations and client projects
- Researched and experimented with emerging tools, including trilinear Gaussian splatting for 3D modeling
- Supported cross-disciplinary project execution under production deadlines with organized workflows

Alice Gong Xiaowen

New York, NY

Studio Assistant

- Built and iterated on scaled prototypes to test spatial layout and material interaction within the exhibition space
- Supported the production of experimental, installation-based artworks through hands-on fabrication and setup
- Diagnosed and resolved structural, technical, and logistical challenges throughout prototyping and installation

Tribeca Immersive

New York, NY

Immersive Facilitator & De-installation Crew Member

- Developed hands-on familiarity with immersive technical systems to guide visitors through interactive works
- Responded to and troubleshoot live issues with interactive installations, minimizing disruption to audience experience
- Collaborated with technical crew to carefully disassemble complex, delicate installations for safe transport and storage

PROJECTS

A Day in My Life (Web Experience) – HTML/CSS/JS

- Developed a responsive, interactive web experience using animation, DOM manipulation, and event-driven user interaction to explore narrative UX design.

HABITat (Product Design) – Arduino, Figma

- Designed and prototyped an Arduino-powered device integrating hardware interaction and UX design to encourage environmentally conscious habits.

Lyric Visualizer (TouchDesigner) – TouchDesigner, Python

- Engineered a real-time, audio-reactive visualizer using 3D geometry, webcam input, shaders, and signal analysis for immersive interaction design.

3D Stained Glass Angel (3D) – Three.js, JavaScript

- Created a WebGL-based 3D experience using Three.js, exploring real-time rendering, lighting models, and transparent material systems.

AWARDS

- NYU Climate Change Film Festival (2025) — Second Place

SKILLS

Programming & Web: Python, Java, C, JavaScript, HTML, CSS, SQL, PHP

Creative Technology: TouchDesigner, Arduino, Unity, Three.js, p5.js, Blender

Frameworks & Libraries: React, Node.js, PyTorch, Scikit-learn, OpenCV

Design Tools: Figma, Adobe Creative Suite