

# AMY CHEN

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## ABOUT

Amy Chen is an artist, programmer, && writer at Stanford.

Her artwork examines truth, honesty, and presence with respect to the rising use of technology.

Her design work aims to reduce negative effects of technology through more organic systems of use.

## EDUCATION

STANFORD UNIVERSITY, STANFORD, CA – CLASS OF '18 | 3.797 GPA

B S. Computer Science (Human-Computer Interaction), Art Practice Minor

## RELEVANT COURSEWORK

|  |                         |
|--|-------------------------|
| ARTSTUDI 264 (ADVANCED INTERACTION DESIGN)               | SPRING 2017             |
| DANCE 45 (VISUAL PERFORMANCE IN ART SPACES & MUSEUMS)    | SPRING 2017             |
| CS 148 (INTRODUCTION TO GRAPHICS & IMAGING)              | FALL 2016               |
| ARTSTUDI 266 (SCULPTURAL SCREENS)                        | FALL 2016               |
| ARTSTUDI 156Q (INSTALLATION ART IN TIME AND SPACE)       | SPRING 2016             |
| BIOE 196 (INTERACTIVE MEDIA AND GAMES)                   | SPRING 2016             |
| OSPPARIS 42 (DRAWING WITH LIVE MODELS)                   | WINTER 2016             |
| OSPPARIS 54 (THE ARTIST'S WORLD)                         | WINTER 2016             |
| ARTSTUDI 162 (EMBODIED INTERFACES)                       | FALL 2015               |
| ARTSTUDI 153N (ECOLOGY OF MATERIALS)                     | WINTER 2015             |
| ITALIC 91- 93 (IMMERSION IN THE ARTS: LIVING IN CULTURE) | FALL 2014 - SPRING 2015 |

## SKILLS

Interactive, Installation, Conceptual, & traditional art (painting, drawing). Experience adopting technology for artistic purposes (tech detailed in CS resume on amyjchen.com). Public Speaking, Web Design, Writing/Editing, Photography, Adobe Photoshop & InDesign. Speaks English, Chinese, & French.

## EXPERIENCE

|  |                       |
|--|-----------------------|
| DIRECTOR (SPOKEN WORD COLLECTIVE), STANFORD, CA  | SEPT 2014 - PRESENT   |
| SEARCH EXPERIENCE INTERN (EBAY), SAN JOSE, CA  | JUNE 2017 - SEPT 2017 |
| EDITOR-IN-CHIEF (LELAND QUARTERLY), STANFORD, CA   | SEPT 2014 - DEC 2016  |
| – Made Leland Quarterly's current website: <a href="https://lelandquarterly.github.io/">https://lelandquarterly.github.io/</a> |                       |
| PRODUCT & UI/UX INTERN (ACXIOM LABS), REDWOOD CITY, CA   | JULY 2016 - SEPT 2016 |
| HUMAN-DRONE INTERACTION RESEARCH INTERN, STANFORD, CA  | JUNE 2016 - AUG 2016  |
| See <i>PROJECTS/G:DRONE</i> .  |                       |

## NOTABLE EXHIBITIONS + AWARDS

|  |            |
|--|------------|
| STANFORD UNDERGRADUATE ART EXHIBIT                               | 2015, 2016 |
| NATIONAL SILVER MEDAL ART PORTFOLIO WITH DISTINCTION,            | 2014       |
| SCHOLASTIC ART & WRITING AWARDS                                  |            |
| NATIONAL AMERICAN VISIONS MEDAL, SCHOLASTIC ART & WRITING AWARDS | 2014       |
| ART.WRITE.NOW.DC – US DEPARTMENT OF EDUCATION, WASHINGTON D.C.   | 2014       |
| OREGON FIFTH DISTRICT WINNER, CONGRESSIONAL ART COMPETITION      | 2014       |
| 3D SYSTEMS AWARD, SCHOLASTIC ART & WRITING AWARDS                | 2014       |
| OUTSTANDING ARTIST, LAKE OSWEGO FESTIVAL OF THE ARTS             | 2014       |
| GRAND PRIZE, LUCERNE ART OF DAIRY COMPETITION                    | 2012       |
| VARIOUS NATIONAL AND REGIONAL SCHOLASTIC ART & WRITING AWARDS    | 2011-2014  |

## RECENT PROJECTS

### *100 RESOLUTIONS*

1 JAN 2017 - PRESENT

In which the artist attempts to complete 100 New Years' Resolutions, or at least complete 100 resolutions as best as she can.

### *#OBJECTADAY*

1 JAN 2017 - PRESENT

Daily photo series on Instagram of objects the artist finds intriguing or important, to be compiled as a representation of the year on 31 December 2017.

### *THE ARTIST IS PRESENTED*

SPRING 2017

Facebook live video of the artist that responds to Facebook Reacts. (Fb Graph API, Processing).

### *SCRATCHING PIECE - @ THE ANDERSON COLLECTION*

SPRING 2017

Performance art piece in which the artist scratches and then lotions her entire body.

### *HUMAN IN THE MIRROR*

SPRING 2017

"Mirror" that captures and blurs the user's face (Processing, Open CV).

### *VISTA POINT*

FALL 2016

Pinned ink drawings of Gate Vista Point lit by a "fluorescent" light (acrylic tube, LED, pixel pusher).  
The artist drew and took photos on 15 minute intervals from sunrise to sunset, using color dominance analyses of these photos to determine the colors of the light tube.

### *G: DRONE*

SUMMER 2016

Map interface for device-free human-drone interaction. Used a Structure sensor to track hand movements, allowing users to select landmarks on a map and create a path for a drone-led tour.

### *VIBES - AMYJCHEN.GITHUB.IO/VIBES*

SPRING 2016

Pebble watchface that tells the time every 15 minutes via vibrations (Javascript). Intended to help the blind, increase efficiency, and avoid unintentional body language.

### *WEIGHT OF YOUR WORDS*

SPRING 2016

A 100 foot long scroll of attempted honest thought (from the Spring 2016 iteration of #NoFilter), installed across the oculus of Stanford's McMurtry building.

### *20 BAGS OF BREATH*

SPRING 2016, FALL 2017 (REPLICA)

Twenty clear garbage bags full of the artist's breath, finished on the day of her 20th birthday.

### *#NOFILTER*

WINTER 2015, SPRING 2016

*Winter 2015:* Wall installation of 24 columns of pages and over 100 pages, each column an attempt by the artist to write all of her own thoughts, completely honestly, for an hour at a time. Each column was written at its representative time (i.e. the first column from midnight to 1:00 am, etc).

*Spring 2016 (#NoFilter #LiveStream):* Performance art piece in which the artist attempted to write all her thoughts, completely honestly, the text appearing alongside her live on a monitor.

### *SOUND PLAYGROUND (I & II)*

FALL 2015, SPRING 2016

Interactive musical installations (Arduino Uno, motion and proximity sensors, mics, and piezo buzzers).