# **Canace Chen**

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## **Work Experience**

George P. Johnson UK 2023-2024 (London, United Kingdom)

Junior Creative Technologist

Projects:

DP World at COP28 UN Climate Change Conference 2023 (Dubai, UAE)

Global Café: I worked on the ideation and user journey.

Solar Mama: I worked on the interaction design, UX, and user journey.

Coral-Vita: I worked on the initial ideation, interaction design, UX and testing.

Website: COP28 UN Climate Change Conference 2023 - Canace's blog

Cisco at Cisco Live 2024 (Amsterdam, the Netherlands)

Cisco Live Circuit Challenge: I worked on the ideation, interaction design, testing and on-site execution.

Cisco Networking Cloud Puzzle: I worked on the ideation, game design, UI design, testing and on-site execution.

Website: Cisco Live 2024 - Canace's blog

Starbucks at Starbucks Alshaya MENA Launch 2024 (Dubai, UAE)

**Powerful Plants**: I worked on the pitch, interaction design, UX and graphics.

Regional Routes: I worked on the pitch, sensor-systems, interaction design and UX.

Website: Starbucks Alshaya MENA Launch - Canace's blog

Booking.com at Click.24 (Amsterdam, the Netherlands and Miami, USA)

Make a Splash: I worked on the ideation, user journey, and testing.

Sport Arena: I worked on the ideation and user journey.

Website: Booking.com Click.24 - Canace's blog

#### Education

#### University

University of the Arts London 2021-2025 (London, United Kingdom)

Major: BSc Creative Computing (First Class Honours)

Course work:

IU000121: Coding Six: Computational Communities and Professional Platforms

IU000120: Creative Making: Art and Artificial Intelligence

IU000119: Critical Studies: Computational Ethics

IU000118: Coding Five: Approaches to Machine Intelligence

IUDPS000: Diploma In Professional Studies CCI

IU000117: Creative Making: Big Data, The Self and Social Platforms

IU000116: Computational Practices: Visualisation and Sensing

IU000115: Coding Four: Collaborative App Development Studio IU000114: Creative Making: Experimental Human Computer Interaction

IU000113: Critical Studies: Network Thinking

IU000112: Coding Three: Web Development Studio

IU000111: Creative Making: Experience and Physical Computing IU000110: Computational Practices: Sound and Image Processing

IU000109: Coding Two: Data, Maths and Methods

IU000108: Creative Making: Design and Coding Visuals

IU000107: Critical Studies: A History of Computing and Computational Creativity IU000106: Coding One: Introduction to Creative Computing and Coding Practice

#### Australian National University 2021-2025 (Canberra, Australia)

Major: BA (Hons) Advanced Computing (withdrawn)

Course work:

DESN2010: Creative and Critical Technology

COMP1130: Programming as Problem Solving (Advanced)

MATH1115: Advanced Maths & Applications 1 MATH1005: Discrete Mathematical Models

### **Projects**

ual: CollabHub (Awarded 2<sup>nd</sup> place in UAL Creative Computing Institute Hackathon) 2024 A web app encouraging interdisciplinary collaborations and knowledge exchange among students.

Animal Biscuits (Exhibited in MERAKI art Exhibition in Brisbane, Australia)

2024

A multi-sensory AR animation unfolds as the viewer scans the photo with the app.

SafeVibe (European Innovation Academy EIA, at the Universidade do Porto)

2023

A safety bracelet designed for live events that does not rely on additional devices or internet.

Cone-scious (Awarded 3<sup>rd</sup> place in Microsoft MakeCode Game Jam)

2022

A pixel game with adjusted colour palette to raise awareness about colour blindness.

#### Skills

Computing: Python, JavaScript, Swift, Processing, Arduino, Raspberry Pi, Strudel, HTML5, CSS Digital graphics: TouchDesigner, Adobe Suite (Photoshop, Illustrator, After Effect), Figma,

**3D:** Matrix 9, Rhino, VR, AR, XR, 3D Printing

Language: English, Mandarin

Intuiface

# **Volunteer/Community Experience**

Volunteer contributor to NV Access

2025

Volunteer member of AI Hackathon London

2023