
Canace Chen

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<https://canacechen.com/>

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 nd place in UAL Creative Computing Institute Hackathon) <i>A web app encouraging interdisciplinary collaborations and knowledge exchange among students.</i>	2024
Animal Biscuits (Exhibited in MERAKI art Exhibition in Brisbane, Australia) <i>A multi-sensory AR animation unfolds as the viewer scans the photo with the app.</i>	2024
SafeVibe (European Innovation Academy EIA, at the Universidade do Porto) <i>A safety bracelet designed for live events that does not rely on additional devices or internet.</i>	2023
Cone-scious (Awarded 3 rd place in Microsoft MakeCode Game Jam) <i>A pixel game with adjusted colour palette to raise awareness about colour blindness.</i>	2022

Skills

Programming/wireframe: Python, JavaScript, Swift, Processing, Arduino, Strudel, HTML5, CSS, Figma, Intuiface
Digital graphics: TouchDesigner, Adobe Suite (Photoshop, Illustrator, After Effect), Procreate
3D: Matrix 9, Rhino, VR, AR, XR
Language: English, Mandarin

Volunteer/Community Experience

Volunteer contributor to NV Access	2025
Volunteer member of AI Hackathon London	2023