

Ellen Lo

creative coder + physical computing + front end + computer vision

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EDUCATION

Boston University, Boston, MA

2015 – 19

Bachelor of Science in Computer Engineering

GPA – 3.50

EXPERIENCE

Creative Developer, School of Theatre, Boston, MA

Sep 2018 – Present

Immersive, generative projections design and development with Kinect and openFrameworks for Clay Hopper's theater production on George Orwell's 1984.

Developer Intern, VolvoxLabs, New York, NY

May – Aug 2018

Installation design and development of Motion and Fluid, and experimentation of sound-reactive feature of light [sculpture](#) at Elsewhere in Brooklyn, NY.

Research Assistant, Image and Video Computing Lab, Boston, MA

Feb – May 2018

Head gesture recognition implementation and integration of gaze data with Tobii Eye tracker for text entry interface designed for patients with motor impairments in a Qt [application](#).

Programmer Intern, pill & pillow, Hong Kong

Jun – Aug 2017

Experimental VR development and experience design prototyping for Very Hong Kong Very Hong Kong exhibition [website](#).

SKILLS

Code C / C++ / Python / Javascript

Hardware Arduino / Raspberry Pi / ESP32

Web HTML / CSS / React.js / node.js / D3.js / p5.js / Three.js

Creative openFrameworks / Processing / TouchDesigner / Unity / MaxMSP / OpenCV

Spoken English (fluent) / Mandarin (fluent) / Cantonese (native) / Japanese (conversational)

PROJECTS

Motion [code](#) / [video](#)

Kinetic sculpture that experiments with the concept of using discrete units to control continuous surface, built with Arduino, servo motors, and fabrication technologies

Fluid [video](#)

Interactive installation that captures fluid's motion from a microscopic to macroscopic level, built with programmable LEDs, LiDAR, and TouchDesigner

Axis Mundi [code](#) / [site](#)

Experimental exhibition website that explores man's attempt to override nature with technology and nature's resistance, developed with HTML, CSS, and p5.js

Lost Code [code](#) / [site](#)

Interactive website for graphic design project that explores the friction in translation, developed with Paper.js and explicit depth sorting of HTML elements

Smart systems [code](#) / [video](#)

Collection of connected device prototypes such as RC car and smart key, built with esp32 based Huzzah board, server-side scripting with node.js and NoSQL, and various electronics