Ellen Lo creative coding + physical computing + web development

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EDUCATION

Boston University, Boston, MA   2015 - 19
Bachelor of Science in Computer Engineering

EXPERIENCE

R&D Engineer, The New York Times, New York, NY   Jul '20 - Present
Prototyping and development in spatial journalism for the R&D Department and the Graphics Desk.
AR game development with Spark AR Studio for Wireloop and Shattered Crosswords.

Creative Technologist, HYPNO, New York, NY   Jun '19 - Jul '20
RFID scanner development in Node.js with Raspberry Pi, and integration with iOS app and
Canon Camera API for Color Factory and Britney Spears' The Zone.
Computer vision-based, motion-triggered camera app development with TouchDesigner for
Museum of Ice Cream.

Visiting Designer, Maryland Institute College of Art, Baltimore, MD   Feb '20
Led a three-day code-based design workshop that introduces p5.js as a design tool for
first year MFA graphic design students.

SKILLS

Code	C / C++ / Javascript / PHP / Python / Objective-C
Hardware	Arduino / Raspberry Pi / ESP32
Web	HTML / CSS / Node.js / React / p5.js / Three.js / Wordpress
Creative	openFrameworks / Processing / TouchDesigner / Spark AR / Unity / OpenCV
Spoken	English / Cantonese / Mandarin / Japanese

PROJECTS

Covid Nasal Swab AR   demo
Instagram face filter that shows the interior of a nasal cavity and how far different types of swabs reach in a 2.5D approach.

Wireloop AR   demo / video
Reimagining the popular science fair project in augmented space – Wireloop is a series of mini AR games where users trace wires and reveal hidden shapes.

Dalilah Muhammad AR   demo
Visualization of the athlete Dalilah Muhammad's motion over the hurdle in real-scale augmented reality.

Studio Ānanda   site
Website design and development for Studio Ānanda, a collective that aims to provide accessible and alternative healing resources. CSS shadows and blend modes were used to achieve its soft aesthetic.

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. Featured on klikkenthéke!

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 DOM elements. Featured on It's Nice That!

Motion   code / video
Kinetic sculpture that experiments with the concept of using discrete units to control continuous surface, built with Arduino and servo motors.