Ellen Lo creative code + physical computing + front end development

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EDUCATION

Boston University, Boston, MA 2015 - 19
Bachelor of Science in Computer Engineering
GPA – 3.50

EXPERIENCE

Creative Technologist, HYPNO, New York, NY Jun 2019 - Present
Development of RFID scanner with Raspberry Pi, and integration with iPad app and Canon camera system for Color Factory; interactive projections development with TouchDesigner and Microsoft Kinect for Dolby Soho

Creative Developer, School of Theatre, Boston, MA Sep 2018 – Mar 2019
Immersive, generative projection design and development with GLSL and openFrameworks for Clay Hopper's theater production on George Orwell's 1984.

Developer Intern, VolvoxLabs, New York, NY May – Aug 2019
Installation design and development of Motion and Fluid, and experimentation of sound-reactive feature of light sculpture at Elsewhere in Brooklyn, NY.

Programmer Intern, pill & pillow, Hong Kong Jun - Aug 2019
VR development and experience design prototyping for Very Hong Kong Very Hong Kong exhibition website.

SKILLS

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

PROJECTS

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

Kelly Li code / site
Portfolio website that exhibits Internet aesthetics of Kelly Li with a playful drag-and-drop interface of her illustrated GIF stickers

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

Remi Gai site
Design, development, and custom CMS of Remi Gai's website with various interactive elements to increase reader engagement, such as estimated reading time and reading progress bar

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

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