Ellen Lo

A computer engineer interested in creating at the intersection of
software and hardware and storytelling with aesthetic compositions

Portfolio / Github / Linkedin

Boston, MA
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EDUCATION

Boston University Boston, MA   Expected May 2019
Bachelor of Science in Computer Engineering
GPA — 3.50

EXPERIENCE

Volvox Labs, New York, NY   May 2018 - Aug 2018
Developer Intern
Developed sound-reactive and distance-reactive installations using Arduino, Raspberry Pi,
servo motors, programmable LEDs, PixelPusher and LiDAR sensors.
Experimented with kinetic lights and power winch system via DMX communication
protocol with TouchDesigner.

pill & pillow, Hong Kong   Jun 2017 - Aug 2017
Programmer Intern
Developed experimental VR projects with HTC Vive and Leap Motion in Unity as a means
to expand client market.
Created experience design prototypes with openFrameworks and Screenflow for Very
Hong Kong Very Hong Kong exhibition website.

BU CS Image and Video Computing Group, Boston, MA   Feb 2018 - May 2018
Undergraduate Research Assistant
Implemented head gestures recognition model with OpenCV to map user commands such
as selecting and cancelling for people with motor impairments.
Processed user gaze data given by Tobii Eye Tracker and mapped gaze location to
components on Qt interface for selection.

PROJECTS

A Study of Motion and Tension (Physical Computing Project)
*Using Arduino, servo motors, and various fabrication technologies to create a kinetic
sculpture that embodies the motion of sea waves* https://bit.ly/2PGSsRE

FLUID (Physical Computing Project)
*Using programmable LEDs, LiDAR sensors, and TouchDesigner to design and develop an
interactive installation that studies fluid as an everchanging form*

woodpeckersPro (Physical Computing Project)
*Using Arduino, sensors, and electronic components to build a device that detects and
deters woodpeckers for house protection* http://bit.ly/2osEBQd

SKILLS

Creative openFrameworks, Processing, Max/MSP, Arduino, Unity, Three.js, Kinect
Programming C/C++, Python, OpenCV, Qt, Matlab
Language Cantonese (native), English (fluent), Mandarin (fluent), Japanese
(conversational)

HONORS & ACTIVITIES

Dean's List in Boston University College of Engineering, Fall and Spring '17, and Fall '18
President in Bulletproof Funk, Boston University, 2016 - 2018
Programmer in BU STEAM, Boston University, 2016
Designer in Global App Initiative WTBU App, Boston University, 2015