

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
GPA – 3.50

EXPERIENCE

Creative Technologist, HYPNO, New York, NY Jun 2019 – Present
Development of RFID scanner with Raspberry Pi, and integration with iOS app and Canon Camera API 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 / Wordpress CMS
Creative	openFrameworks / Processing / TouchDesigner / Spark AR / 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. 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](#)!

The David Prize [site](#)
Development and custom Wordpress CMS integration for The David Prize, an annual \$1M prize that celebrates five outstanding New Yorkers.

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.