

Ka Man CHOI (Janet)

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EDUCATION

Hong Kong University of Science and Technology (Guangzhou)

Guangzhou, China

Master of Philosophy; Computational Media and Arts

September 2022 – Present

Supervised by Prof. Mingming FAN

- **GPA:** 3.957/4.3
- **Awards:** HKUST(GZ) Fully Funded Postgraduate Studentship
Finalist, Digital Art China, China Artists Association
Ten Outstanding Hong Kong Students in the Greater Bay Area 2023, OCTS Youth Forum
Finalist, Three Minute Thesis (3MT) Competition 2023, HKUST(GZ)
- **Thesis:** Accessible User-centred Rehabilitation Devices for People with Motor Impairments
- **Research:** Xiangyunsha Art Installation (XAI): Inheritance of Intangible Cultural Heritage
TheraFly: Therapeutic VR Experience for People with Acrophobia
Aicademo: AI Video Generation for Demonstration Video of Academic Research

Central Saint Martins, University of the Arts London

London, United Kingdom

Master of Arts; Material Futures - Merit

September 2019 – June 2021

- **Awards:** Special Prize, Apparels and Textiles, Techstyle for Social Good 2021, The Mills Fabrica
UAL Creative Enterprise Awards 2021 - Freelancer Award, University of the Arts London
Semi-Finalist, Tech Award, The Mayor's Entrepreneur Competition 2021
Fashion Crossover London x ELLE UK Sponsorship 2021

City University of Hong Kong

Hong Kong, China

Bachelor of Arts and Science; New Media

September 2014 – July 2016

Supervised by Prof. Hector RODRIGUEZ

- **GPA:** 3.58/4.3 (First Class Honours, Top 1%)
- **Awards:** HKSAR Government Scholarship - Talent Development Award
HKSAR Government Scholarship - Reach Out Award
Dean's List, Semester B 2015/16, City University of Hong Kong
Hong Kong Institute of Financial Analysts and Professional Commentators Foundation Scholarship
- **Major Coursework:** Data Visualisation, Media Art and Environment, BioArt, Physical
Computing, Sonic Art, Media Art and Social Culture

China Academy of Art

Hangzhou, China

Exchange Program: Intermedia School

September 2015 – January 2016

- **Major Coursework:** Web Design & Interaction, Tangible Media,
Creative Coding, Virtual Gaming

Hong Kong Design Institute

Hong Kong, China

Higher Diploma; Creative Media

September 2012 – June 2014

- **GPA:** 3.52/4.0 (Distinction)
- **Awards:** HKSAR Government Scholarship
Silver Award, 19th ifva Festival - Interactive Media Category
Semi-Finalist, Adobe Design Achievement Award 2014

City College of San Francisco

San Francisco, United States

Associate Degree; Arts and Humanities (Film Studies)

September 2010 – May 2012

- **GPA:** 3.64/4.0 (Higher Honours)

COMMISSIONED PROJECTS

UCL WEISS Art & Science Partnership

London, United Kingdom

Artist / Designer, Collaborated with Dr Tijana Vojinovic

February 2021 - July 2021

Wellcome / EPSRC Centre for Interventional and Surgical Sciences (WEISS)

University College London

<https://janetckm.github.io/rehap.html>

Extreme Environment: Vietnam Caves
Expedition Artist
City University of Hong Kong
<http://caves.scm.cityu.edu.hk/>

Quang Binh, Vietnam / Hong Kong, China
March 2015 - May 2015

WORK EXPERIENCE

Blueshift Education

London, United Kingdom

Part-time Coding Teacher / Assistant

October 2021 – July 2022

- Developed STEM projects with Micro:bit, bit:bot, Scratch and Python for middle school students

Wofoo Social Enterprise

Hong Kong, China

Programme Assistant, Warehouse Makerspace

November 2018 – July 2019

- Developed STEM projects with wood working, laser cutting (wood and acrylic) and 3D printing for prototyping
- Guided high school students to complete projects related to design engineering and digital fabrication research

NC Communications

Hong Kong, China

Designer

January 2018 – May 2018

- Created designs for promotions in new media - videography, video editing and event design for jewellery brands, e.g. Chow Tai Fook Group
- Sino-Singapore Guangzhou Knowledge City: Designed HTML5 app interfaces and long posters for promotions on WeChat
- UA Cinemas: Executed layout and composition designs for internal corporate magazines

Television Broadcasts Limited (TVB)

Hong Kong, China

Production Assistant, Drama Division

August 2016 – May 2017

- Allocated schedules of drama series from pre-production to post-production for directors
- Participated in 3 dramas: The Exorcist's Meter, Come Home Love, Nothing Special Force
- Worked collaboratively with various departments for props, costumes and setting, etc.

Vocational Training Council (VTC)

Hong Kong, China

Part-time Teaching Associate, Hong Kong Design Institute

December 2017 – July 2019

- Prepared proposals for external funding, including STEAM project content and budget plan
- Conducted presentations of HKDI Media Lab Showcases to the government officials

SKILLS

Languages: English / Mandarin / Cantonese

Technical Skills: Microsoft Office, **Prototyping and Digital Fabrication** (CNC, 3D Printing - FDM/SLA, Laser Cutting), **CAD** (Blender, Fusion 360, CLO, ZBrush), **Rendering** (Keyshot), **Graphic Design** (Photoshop, Illustrator, InDesign), **Video Editing** (Premiere Pro, After Effects), **Creative Coding** (Arduino, HTML/CSS, Processing, p5.js, ml5.js), **User Interface Design** (Figma, MasterGo), **Data Visualisation** (Tableau), **XR** (Unity, Unreal, Spark AR)

EXHIBITION EXPERIENCE

SURGE Art and Science Online Gallery (2021), University College London; [The Everyday Martian](#), Design Museum (2020); Ars Electronica .ART Global Gallery (2020); [ISEA HK](#) (2016), City University of Hong Kong; [Architectural Association Post-Industrial Landscapes 4.0](#) (2016), Osage Gallery (Hong Kong); [School of Creative Media Annual](#) (2016), City University of Hong Kong; [Extreme Environments: Fade to Black](#) (2015), City University of Hong Kong; [19th ifva Awards - Interactive Media Category Finalists Exhibition](#) (2014), Hong Kong Arts Centre; Hong Kong Science Park - InnoCarnival (2014); City Gallery - City Impression@Connectivity Exhibition (2014), Hong Kong SAR Planning Department; Chai Wan Mei Festival (2014)

SELECTED MEDIA COVERAGE

[This Wearable Assistive Device Designed to Help Stroke Patients Relearn Muscle Movements is Modular And Adaptable!](#), YankoDesign, 03 August 2021