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## **ABOUT**

- O Passionate about integrating art, technology, and data for social good
- O Interested in using user research to create empathetic and accessible products and experiences
- O Committed to a detail-oriented, thorough, and collaborative working process

### **EXPERIENCE**

**Intern** May 2020 – Aug 2020

CeeKayEllo (Hong Kong)

Engaged in design research on local culture and folklore, produced animation work, and assisted with hands-on exhibition disassembly.

**Innovation Scholar** Oct 2019 – May 2020

Ahmanson Lab, USC Harman Academy

With a small student group, assisted faculty advisor in the "Distant Destinations" collaboratory on a space game prototype for the California Science Center.

**Research Associate** Sep 2019 – Mar 2020

Media Arts + Practice, USC School of Cinematic Arts Developed personal "Coding Cinema" project to explore the intersections of creative code and filmmaking.

**Digital Creative Intern**Jul 2019 – Aug 2019

Superunion (Hong Kong)

Collaborated with designers and strategists to create branding activation experiences for two major clients with Processing and GPU shaders.

#### **EDUCATION**

### **University of Southern California** 2018 – 2022

Major: Media Arts + Practice BA

Minors: Computer Programming, Linguistics

Sample coursework: Critical Thinking and Procedural Media; Race, Class and Gender in Digital Culture; Designing and Writing for Transmedia Narratives; Human Language as Computation

2003 - 2018

# **Chinese International School (Hong Kong)**

International Baccalaureate Bilingual Diploma
Significant awards: Communitas Award; Brown Book
Award

# **SELECTED PROJECTS**

# Waking and Sleeping Oct 2020

Meditative visualisation on the kind social web.

It All Started with the Simpsons May 2020

Computational TV show reference compilation.

A Global Language Dec 2019

Visual tool for geo-historical etymology.

**Interactive Brand** Aug 2019

Cam-controlled ink simulation graphic.

#### **SKILLS**

#### Creative

Generative/interactive media Typography

Data analysis & visualisation Vector & raster graphics

Video production & editing Print design

UI/UX design Motion graphics 3D graphics

#### **Technical**

#### Language

Fluent: English Mandarin Shanghainese Conversational: (Cantonese ASL)