

# Kuan-Ju Wu

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## Exhibitions

### **GIFFI, Gift For Future Inventors**

Interacción I/O/I, Disseny Hub Barcelona,  
June 2011 - August 2012, Barcelona, Spain.

Motorized Kinetic construction kit for  
children to explore how machines  
work and to build their own robot.

### **IFC, Interactive Foam Cutter**

3DDC, Rayburn House Office Building,  
April 28 2011, Washington, DC, USA

New Interface for next generation  
fabrication using hotwire to sculpt  
foam cubes, simultaneously creating 3D  
model and recording movement path  
so the cutter can fabricate  
automatically next time.

### **Robbbutterfly / Plunko**

Random Output, Assemble Gallery, June 3  
2011, Pittsburgh, USA.

Community co-creation workshop uses  
recycled material to build children  
friendly interactive installations.

## Publications

### **Tangible, Embedded, and Embodied Interaction Conference (TEI11)**

Talk + Demo presentation:  
*Interactive Fabrication: New Interfaces for  
Digital Fabrication.*

### **Human Factors in Computing Conference (CHI10)**

Work in Progress:  
*TOPAOKO: Build your own Interactive  
Construction Kit.*

## Education

Master of Tangible Interaction Design, Carnegie Mellon University, 2010  
Bachelor in Electronic Engineering, National Chiao Tung University, 2007  
Certificate, Digital Content Program, National Chiao Tung University, 2007

## Skills

**Sketching** Arduino, Processing, OpenFrameworks

**Fabrication** Woodshop, CNC Router, Laser cutter, 3D printer

**Software** Solidworks, Autodesk Alias, Eagle, Adobe Creative Suite

**Language** C, JAVA, Chinese, English, Taiwanese, Japanese (Basic)

## Experience

### **Design Engineer, Tellart Present**

Uses physical computing and digital fabrication to develop multi fidelity  
prototypes for clients to explore interactive details, design methods,  
constraints of technology, and other essential elements that must be  
understood before creating a finished product.

### **Teaching Assistant, Carnegie Mellon University Spring 2011**

"Experimental Form Studio", Junior Industrial Design course.  
3 independently themed projects for exploring forms considering embed-  
ded mechanics and technology, objects as interactive media, and  
experience-driven design.

### **Artist Assistant, Ian Ingram Studio, Summer 2010**

"Woodpecker Robot", "Squirrel Tails Machine": Microcontroller embed-  
ded kinetic art installations.  
The project leads children and their parents on nature walks to discover  
small robots that illustrate animal behaviors and prompt further investi-  
gation of the natural world.

### **Lecturer, Carnegie Mellon University, Spring 2010**

"Making Things Interact", Multidisciplinary studio course.  
The course for students with no previous technical background but an  
appetite for hacking, tinkering, and creative play with materials, trans-  
gressing disciplinary boundaries. Students design and build interactive  
projects combining physical form, mechanical behavior, electronic sensing  
and actuation, and computational control.

### **Exhibitor, Maker Faire NY, Sep 25-26 2010**

2-Day International DIY Festival New York Hall of Science : 300 makers  
and 25000 visitors.

Demo Interactive Foam Cutter project and provide 100 cut-your-own take  
away foam cubes.