Miki Bin

interactive media arts
+ design

www.mikibinxue.github.io

Education

New York University

Major: Interactive Media Arts
GPA: 3.9
Expected June 2019

Relevant Coursework

The Nature of Code
Advanced Creative Coding
Communications Lab
Interaction Lab
Motion Graphics
Ideation and Prototyping
Quant Humanistics: The I in the API
Design Bootcamp
User Experience Design
Ideation and Prototyping

Recognition

NYU President's Award

Shanghai Hyperloop,
Public Relations Lead

web design, Chinese policy translate
April 13th, 2017

Skills

Creative Tools
Processing, P5.js, Kinect, LeapMotion, OpenFrameworks, AfterEffects

Physical Computing
Laser Cut, 3D Printing

Programming
Python, Javascript. Arduino, Processing

Design
Ai, Ps, Sketch, Id, Pr, Xd

Project

+ ### Conflict

live performance with visual effects generated by real-time motion tracking
openFrameworks, Kinect, AfterEffects, music remix
https://vimeo.com/269132874

+ ### Data Symphony

data visualization of personal commute
Javascript, P5.js, Mapbox API
https://mikibinxue.github.io/Data-Symphony/

+ ### Solid

physical representation of code and nature
laser cut, Openframeworks

+ ### Universe

an interactive program that creates music and visual with keyboard input
OpenFrameworks

+ ### Hugging Bear

a bear that remembers and appreiactes your handshake and hug
Arduino, Processing

Experience

+ ### L'Oreal Paris 2017 Global Challenge

February, 2017 - April, 2017   Technologist

integrate creative technology to promote L'Oreal Paris men's skincare products

We proposed and prototyped a booth for men to have a private, disposable skincare experience.
For hygenic experience, users can select and purchase products in the booth without touching the screen.
I prototyped the touch-free purchasing technology with LeapMotion and Processing.

+ ### DFRobot

June, 2017 - August, 2017   Research and Design Intern

researched and designed an interactive installation for educational purpose