

EDUCATION	National Tsing Hua University GPA: 4.25/4.3 <i>International Intercollegiate Ph.D. Program, Division of TechArt</i>	Hsinchu, Taiwan 2025 - Present
	• Enrolled to continue research trajectory while preparing for overseas PhD applications.	
	National Tsing Hua University GPA: 4.17/4.3 <i>M.S. in Art and Emerging Technology</i>	Hsinchu, Taiwan 2018 - 2021
WORK EXPERIENCE	• Advisor: Prof. Ya-Lun Tao, Chih-Yung Chiu	
	• Research Area: Media Art, AI Aesthetics, Technology Critique, Posthuman. Master's Thesis: <i>The Clones under Speed: Aesthetic Research on A.I. Generated Images</i>	
	National Tsing Hua University GPA: 3.63/4.3 <i>B.E. in Computer Science</i>	Hsinchu, Taiwan 2014 - 2018
PUBLICATIONS	PHISON Electronics Corp. <i>Senior R&D Firmware Engineer</i>	Zhunan, Taiwan
	Developed NAND flash controller algorithms & Optimized reliability.	2022 - Present
	National Cheng Chi University <i>Project Manager</i>	Taipei, Taiwan
	Control Center — Ministry of Culture Technology Art Project.	2021
AWARDS AND HONORS	National Tsing Hua University <i>Project Manager</i>	Hsinchu, Taiwan
	Technological Totalitarianism — Ministry of Culture Technology Art Project.	2020
	1. Po-Yao Wu , Ya-Lun Tao. Artificial Empathy in Divinatory Interaction: The Case of “Self-Journeon”. <i>HCI International 2025 - Late Breaking Posters</i> , 2025.	
	2. Po-Yao Wu . Taipei-Topia: Aesthetic Approaches to Exploring the Nowhere in the Generative AI Artwork. <i>2025 IEEE Gaming, Entertainment, and Media Conference</i> , 2025.	
KEY TEAM PROJECTS	3. Po-Yao Wu . Terms of Being Used: Rethinking User Agency in Surveillance Capitalism. <i>C&C '25: Proceedings of the 2025 Conference on Creativity and Cognition</i> , 2025.	
	4. Po-Yao Wu . Machine Intelligence: The New Subject of Artistic Power. <i>ARThon NO.2 : AI</i> (ISBN 978-986-919774-8), 2021.	
	• Golden Prize , New Media Art Category – National Art Exhibition R.O.C.	2022.07
	• Silver Prize , New Media Art Category – Taoyuan Art Award	2021.10
KEY TEAM PROJECTS	• First Award , Knowledge Taiwan Creativity Award	2019.10
	• Science Special Award , Knowledge Taiwan Creativity Award	2019.10
	• Dr. I-Chi Mei Memorial Medal , National Tsing Hua University <i>Highest Honor for Graduates</i>	2018.06
	Control Center <i>Viewers enter a mirrored space as their bodies extend through VR and robotics.</i>	2021
KEY TEAM PROJECTS	• Digital Twin, Telepresence VR, Haptic Robotics, 360° Live Capture.	
	Technological Totalitarianism <i>VR interactive space revealing collective memory within authoritarian politics.</i>	2020
	• Interactive VR, Point-Cloud Reconstruction, Critical Design, Real-Time Streaming.	
	Mingled Sensations in ConvNets <i>Visualizing latent transitions between symbols and objects in neural networks.</i>	2019
KEY TEAM PROJECTS	• Convolutional Neural Networks, Encoder–Decoder Model, Feature Mapping.	
	Lapse <i>Dual-system interaction revealing signal loss and emergent transformation.</i>	2019
	• Real-time Dual Systems, V-Plotter Mechanism, Image Processing, Signal Degradation.	

KEY PERSONAL PROJECTS	SelfJourneon	2025
	<i>AI-Tarot interface enabling symbolic reflection through archetypes & emotional dialogue.</i>	
	• AI Divination, Artificial Empathy, Tarot Archetypes, Facial Reenactment.	
	Terms of Being Used	2021
	<i>Rewriting platform power by reversing Terms of Use through AI-generated self-portraits.</i>	
	• Surveillance Capitalism, AI-generated Video, Python Web Crawler, Wav2Lip.	
	Taipei-Topia	2021
	<i>AI-constructed cityscapes exploring spatial dislocation and computational urban memory.</i>	
	• GAN Training, Image Enhancement, Point-Cloud Mapping, VR, Dataset Curation.	
	Relation Test: Saliva and Material Experiment	2020
	<i>Material experiment visualizing connection through biochemical conductivity.</i>	
	• Enzymatic Reaction Testing, Material Prototyping, Speculative Design, Wet Media.	
	Dear Diary	2019
	<i>Machine-authored spatial diary converting physical objects into iconic writing.</i>	
	• Object Recognition, Web Crawler, SVG-to-Gcode Conversion, GRBL CNC.	
EXHIBITIONS	11th Asia-Europe Mediations Biennale Krakow, Poland / Hannover, Germany	2025.06
	Always on – Net Art Exhibition Hsinchu, Taiwan	2023.07
	National Art Exhibition R.O.C. Taichung, Taiwan	2022.07
	Taipei Digital Art Festival – Borderless Shelter Taipei, Taiwan	2021.12
	Taoyuan Fine Arts Exhibition Taoyuan, Taiwan	2021.10
	Athens Digital Arts Festival – TACTUS Athens, Greek	2021.10
	MOCA Taipei – Control Center Taipei, Taiwan	2021.10
	Control Center Umay Theater, Taipei, Taiwan	2021.08
	Arche' – Architecture of Universe GAD Giudecca Art District, Venice, Italy	2021.06
	Technological Totalitarianism Umay Theater, Taipei, Taiwan	2020.11
	Microwave International New Media Arts Festival Hong Kong, China	2020.10
	Ars Electronica Festival – In Kepler's Gardens A global journey, Taiwan	2020.09
	Athens Digital Arts Festival – The World is a Hologram Athens, Greece	2019.11
	14th Knowledge Taiwan Creativity Award Taipei, Taiwan	2019.10
	Nuit Blanche Taipei Taipei, Taiwan	2019.10
	International Exhibition of Electronic Art SYNTOPIA Athens, Greece	2019.09
	Tsing Hua Effects – IoT Technology and Art Festival Hsinchu, Taiwan	2019.04
	Tsing Hua Effects – IoT Technology and Art Festival Hsinchu, Taiwan	2018.04
	Mirrored Me Danshui, Taiwan	2018.05
RESEARCH SUMMARY	My research advances Reflective Intelligence as a new paradigm for human–AI interaction: Ontology — What Technology Is <i>Understanding computational systems as material-affective ecologies that reconfigure culture, emotion, and meaning from within.</i> Phenomenology — How Technology Appears <i>Mapping the sensory and symbolic imprints of algorithmic rhythms—how they shape attention, imagination, and inner life.</i> Praxis — How We Act / Intervene <i>Designing reflective AI systems that function as partners in emotional grounding, symbolic insight, and relational attunement.</i>	
SKILLS	Programming Languages: Python, C, C++, JavaScript. Machine Learning & AI: PyTorch, TensorFlow, OpenCV, OpenAI API. Robotics & Embedded Systems: Arduino, Raspberry Pi, Haptic Interfaces. Creative Coding & Computational Media: Unity, p5.js, Processing, Blender. Networked & Systems Development: Node.js, WebSocket. Operating Systems & Infrastructure: Linux, Shell Scripting, Git. Languages: Chinese (native), English.	