

EDUCATION	<b>National Tsing Hua University</b>   GPA: 4.25/4.3	Hsinchu, Taiwan
	<i>International Intercollegiate Ph.D. Program, Division of TechArt</i>	2025 - Present
	<ul style="list-style-type: none"> <li>Enrolled to continue research trajectory while preparing for overseas PhD applications.</li> </ul>	
	<b>National Tsing Hua University</b>   GPA: 4.17/4.3	Hsinchu, Taiwan
WORK EXPERIENCE	<i>M.S. in Art and Emerging Technology</i>	2018 - 2021
	<ul style="list-style-type: none"> <li>Advisor: Prof. Ya-Lun Tao, Chih-Yung Chiu</li> <li>Research Area: Media Art, AI Aesthetics, Technology Critique, Posthuman.</li> </ul>	
	Master's Thesis: <i>The Clones under Speed: Aesthetic Research on A.I. Generated Images</i>	
	<b>National Tsing Hua University</b>   GPA: 3.63/4.3	Hsinchu, Taiwan
	<i>B.E. in Computer Science</i>	2014 - 2018
	<ul style="list-style-type: none"> <li>Student Representative, NTHU Art Salon (2016–2018) / Varsity Athlete, Table Tennis Team (2014–2020)</li> </ul>	
	<b>PHISON Electronics Corp.</b>   <i>Senior R&amp;D Firmware Engineer</i>	Zhunan, Taiwan
	Developed NAND flash controller algorithms & Optimized reliability.	2022 - Present
	<b>National Cheng Chi University</b>   <i>Project Manager</i>	Taipei, Taiwan
	Control Center — Ministry of Culture Technology Art Project.	2021
	<b>National Tsing Hua University</b>   <i>Project Manager</i>	Hsinchu, Taiwan
	Technological Totalitarianism — Ministry of Culture Technology Art Project.	2020
PUBLICATIONS	1. <b>Po-Yao Wu</b> , Ya-Lun Tao. Artificial Empathy in Divinatory Interaction: The Case of “Self-Journeon”. <i>HCI International 2025 - Late Breaking Posters</i> , 2025.	
	2. <b>Po-Yao Wu</b> . Taipei-Topia: Aesthetic Approaches to Exploring the Nowhere in the Generative AI Artwork. <i>2025 IEEE Gaming, Entertainment, and Media Conference</i> , 2025.	
	3. <b>Po-Yao Wu</b> . Terms of Being Used: Rethinking User Agency in Surveillance Capitalism. <i>C&amp;C '25: Proceedings of the 2025 Conference on Creativity and Cognition</i> , 2025.	
	4. <b>Po-Yao Wu</b> . Machine Intelligence: The New Subject of Artistic Power. <i>ARThon NO.2 : AI (ISBN 978-986-919774-8)</i> , 2021.	
AWARDS AND HONORS	<ul style="list-style-type: none"> <li><b>Golden Prize</b>, New Media Art Category – National Art Exhibition R.O.C. 2022.07</li> <li><b>Silver Prize</b>, New Media Art Category – Taoyuan Art Award 2021.10</li> <li><b>First Award</b>, Knowledge Taiwan Creativity Award 2019.10</li> <li><b>Science Special Award</b>, Knowledge Taiwan Creativity Award 2019.10</li> <li><b>Dr. I-Chi Mei Memorial Medal</b>, National Tsing Hua University 2018.06</li> </ul>	
	<i>Highest Honor for Graduates</i>	
	<b>Control Center</b>	2021
	<i>Viewers enter a mirrored space as their bodies extend through VR and robotics.</i> <ul style="list-style-type: none"> <li>Digital Twin, Telepresence VR, Haptic Robotics, 360° Live Capture.</li> </ul>	
KEY TEAM PROJECTS	<b>Technological Totalitarianism</b>	2020
	<i>VR interactive space revealing collective memory within authoritarian politics.</i> <ul style="list-style-type: none"> <li>Interactive VR, Point-Cloud Reconstruction, Critical Design, Real-Time Streaming.</li> </ul>	
	<b>Mingled Sensations in ConvNets</b>	2019
	<i>Visualizing latent transitions between symbols and objects in neural networks.</i> <ul style="list-style-type: none"> <li>Convolutional Neural Networks, Encoder–Decoder Model, Feature Mapping.</li> </ul>	
	<b>Lapse</b>	2019
	<i>Dual-system interaction revealing signal loss and emergent transformation.</i> <ul style="list-style-type: none"> <li>Real-time Dual Systems, V-Plotter Mechanism, Image Processing, Signal Degradation.</li> </ul>	

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