

EDUCATION	<b>National Tsing Hua University</b>   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.	
	<b>National Tsing Hua University</b>   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>	
	<b>National Tsing Hua University</b>   GPA: 3.63/4.3 <i>B.E. in Computer Science</i>	Hsinchu, Taiwan 2014 - 2018
PUBLICATIONS	<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
AWARDS AND HONORS	<b>National Tsing Hua University</b>   <i>Project Manager</i>	Hsinchu, Taiwan
	Technological Totalitarianism — Ministry of Culture Technology Art Project.	2020
	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.	
KEY TEAM PROJECTS	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</i> (ISBN 978-986-919774-8), 2021.	
	• <b>Golden Prize</b> , New Media Art Category – National Art Exhibition R.O.C.	2022.07
	• <b>Silver Prize</b> , New Media Art Category – Taoyuan Art Award	2021.10
KEY TEAM PROJECTS	• <b>First Award</b> , Knowledge Taiwan Creativity Award	2019.10
	• <b>Science Special Award</b> , Knowledge Taiwan Creativity Award	2019.10
	• <b>Dr. I-Chi Mei Memorial Medal</b> , National Tsing Hua University <i>Highest Honor for Graduates</i>	2018.06
	<b>Control Center</b> <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.	
	<b>Technological Totalitarianism</b> <i>VR interactive space revealing collective memory within authoritarian politics.</i>	2020
	• Interactive VR, Point-Cloud Reconstruction, Critical Design, Real-Time Streaming.	
	<b>Mingled Sensations in ConvNets</b> <i>Visualizing latent transitions between symbols and objects in neural networks.</i>	2019
KEY TEAM PROJECTS	• Convolutional Neural Networks, Encoder–Decoder Model, Feature Mapping.	
	<b>Lapse</b> <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	<b>SelfJourneon</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.		
<b>Relation Test: Saliva and Material Experiment</b>		2020
<i>Material experiment visualizing connection through biochemical conductivity.</i>		
• Enzymatic Reaction Testing, Material Prototyping, Speculative Design, Wet Media.		
<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.		
EXHIBITIONS	<b>11th Asia-Europe Mediations Biennale</b>   Krakow, Poland / Hannover, Germany 2025.06	
	Always on – Net Art Exhibition	2023.07
	National Art Exhibition R.O.C.	2022.07
	Taipei Digital Art Festival – Borderless Shelter	2021.12
	Taoyuan Fine Arts Exhibition	2021.10
	Athens Digital Arts Festival – TACTUS	2021.10
	MOCA Taipei – Control Center	2021.10
	Control Center   Umay Theater, Taipei, Taiwan	2021.08
	Arche' – Architecture of Universe	2021.06
	Technological Totalitarianism	2020.11
	Microwave International New Media Arts Festival	2020.10
	Ars Electronica Festival – In Kepler's Gardens	2020.09
	Athens Digital Arts Festival – The World is a Hologram	2019.11
	14th Knowledge Taiwan Creativity Award	2019.10
	Nuit Blanche Taipei	2019.10
	International Exhibition of Electronic Art SYNTOPIA	2019.09
	Tsing Hua Effects – IoT Technology and Art Festival	2019.04
	Tsing Hua Effects – IoT Technology and Art Festival	2018.04
	Mirrored Me	2018.05
RESEARCH SUMMARY	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>	
SKILLS	<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.	