

# RAY LC

neuro tech art

## PROFILE

creative expression,  
technology, and  
interactive installa-  
tions inspired and  
supported by deep  
awareness of human  
brain and behavior.



## EXPERTISE

art media | ceramics mixed-media wearables

creative code | matlab c++ processing js unity

languages | english chinese japanese spanish

design | photography illustration prototyping

skills | 3Dprinting sculpture garments jewelry

## CONTACT

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research | [rayluo.bol.ucla.edu/projects](http://rayluo.bol.ucla.edu/projects)  
photography | [facebook.com/rayLCphoto](https://facebook.com/rayLCphoto)  
portfolio | [rayLC.org](http://rayLC.org)

## EDUCATION

2017 - 2018 | Parsons School of Design  
Design Technology and Fine Arts MFA  
2013 - 2017 | Tokyo MODE Gakuen (東京モード学園)  
Fashion Design and Technology, MPS 2017  
2000 - 2003 | University of California, Berkeley  
Electrical Engineering and Computer Sciences, BS 2003

## EXPERIENCE

LOOMIA CREATOR LAB | 2018  
[Designer](#): smart textile clothing for gesture-based 3D dance environ interaction.  
PARSONS SCHOOL OF DESIGN | 2017 - 2018  
[Research](#): 3D spinning installation (Jess Irish), shy but curious lamp (Carla Diana).  
RIKEN BRAIN SCIENCE INSTITUTE & UCLA | 2012 - 2016  
[Research Scientist](#): rewards are necessary to reduce anxiety in everyday tasks.  
1\_WALL AT GUARDIAN GARDEN TOKYO | 2013 - 2014  
[Artist in Residency](#): exhibit exploring the communication of dance "without eyes."  
BANKART STUDIO YOKOHAMA | 2012  
[Artist in Residency](#): smart wall that mirrors human interactions using wearables.  
PALO ALTO RESEARCH CENTER | 2003 - 2005  
[Research Intern](#): particle filter for predicting human motion in cluttered videos.  
UC BERKLEY GROUP FOR USER INTERFACE RESEARCH | 2002 - 2005  
[Research Assistant](#): gesture-recognizing, post-it wall interface for web design.

## EXHIBITIONS, GRANTS

2018 [Adobe Design Achievemen Award](#) and [Microsoft Imagine Cup Finalist](#).  
2018 [Brooklyn Fashion Design Accelerator fellowship](#): Tek Tiles smart textiles design  
2018 [Verizon Connected Futures III grant](#): AI-based VR for emotional training for autism  
2017 [Winner Best Presentation](#): NYC Verizon Open Design Jam project on dating with AI  
2015 JSPS Kakenhi Wakate B (科研費若手) grant-in-aid for young scientists 25871125  
2015 3rd Skin performance Exhibition: "[3rd Skin](#)" at Tokyo Golden Egg Japan.  
2014 12th 1\_Wall Gallery Exhibition: "[ダンス目なし](#)" at Guardian Garden Ginza Japan.  
2013 Group Exhibition: "Species Descent" at Kiyoshi Saito Museum of Art, Yanaizu Japan.

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## MEDIUM

mixed media sculpture  
interactive installation  
photography  
affective computing  
fashion technology  
nonlinear narratives



## HUMAN NETWORKS

Want to make the world a better place for humans? Make humans a better species for the world. I create art installations and experiences amongst humans and devices that enable empathetic communication across species, from the multidisciplinary perspectives of neuroscience, sculpture, design, and storytelling.

## MACHINE INTELLIGENCE

Classical AI was an attempt to emulate thinking from the human mind point of view, while modern AI disards the human point of view entirely and attempts to make efficient algorithms. My current artistic focus is to instead, create intelligences embedded in intentional networks that relate to humans, so that our world can talk to us and we can empathize deeply with others and with ourselves.

## CURRENT WORK

Machine Learning (ML) has been employed to extend human abilities in image and speech processing. Instead of using ML for data mining, I instead take ML agents part of human ecosystems, applying ML to unexpected forms of interactions that subvert what we think machines ought to do, creating situations where ML goes beyond human expectation of what machine intelligence should mean.

[\[https://recfreq.wordpress.com/portfolio/ai-artistic-intelligence/\]](https://recfreq.wordpress.com/portfolio/ai-artistic-intelligence/)

Machines are becoming specialized and hard to understand. Instead of simplifying in the digital realm, I adapt the digital to humans by creating smart devices and spaces that evoke emotional reactions. They can be caring, flaky, trusty, nagging, attention-craving, occasionally angry, and mildly jealous. A harmonious future involves machines that are part of human ecology instead of opposing it.

[\[https://recfreq.github.io/machines/machines.html\]](https://recfreq.github.io/machines/machines.html)

The future of art is in the mind of the observer. I created a collection of future fashions that embeds smart AI that collects your data and tracks your presence. To grant access to this space of unrealities, we wear clothes that enables the machine to enable us. The future is not us, and not the machine, but the machine in us that made us who we have become.

[\[https://recfreq.github.io/inusfashion/inusfashion.html\]](https://recfreq.github.io/inusfashion/inusfashion.html)

Collaborating in interactive art, robotics, wearables, speculative design. I work in interdisciplinary teams, as in my previous fashion, scientific, and art projects.

