

William Wu

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Hello! I work with people, computation, and design thinking to make full-stack web apps, games, MIDI controllers, and everything in between. I wonder how to reimagine programming as a creative process in today's world of graphical, physical, and spatial interfaces.

EXPERIENCE

MIT Game Lab

Lead 3 undergrads with research scientist Mikael Jacobsson and game studio King.com to develop a full-stack real-time collaborative web app for visualizing character diversity in video games, and authored a research paper · 2018-2019

IDEO CoLab

Prototyped a decentralized system for urban mobility, leveraging blockchain technologies, IoT devices, and electric vehicles, in collaboration with a designer and business administrator · 2017

Hasso-Plattner Institute

Contributed to research on peer-driven haptics for mobile games by developing a prototype game using Unity and Android, under Patrick Baudisch · 2016

Concord Consortium

Contributed to educational full-stack web-based projects such as an earthquake data visualization, a multiplayer game about power grids, and a learnable chemistry simulation · 2012-2015

KTByte Computer Academy

Taught Computer Science to high-schoolers in a weeklong summer workshop and built the front-end for an online code assignment grader · 2014-2015

EDUCATION

Massachusetts Institute of Technology

B.S. in Digital Media, Design Minor · 2015-2019

Acton-Boxborough High School · 2011-2015

RECOGNITION

Council for the Arts at MIT – Grant Recipient

Built and showcased a multitouch pressure sensitive MIDI controller using Arduino, OnShape, Rhino, and Processing, supported by CAMIT · 2017

MIT ProjX – Funding Recipient

Visualized student time use at MIT with real-time projection mapping, with a data science student · 2017

MIT Hacking Arts – 1st place

Recreated famous paintings in Virtual Reality with a small multidisciplinary team, using Photoshop, Blender, Unity, and HTC Vive · 2016

Hack@Brown – 1st place

Developed a quick-to-play competitive multiplayer HTML5 game controlled by smartphones, in 24 hours, working with a designer and programmer · 2015

IBM Watson Scholarship – Recipient · 2015

Siemens Competiton – Semifinalist

Researched peer grading in online courses, published and presented at Learning@Scale · 2011-2013

COMMUNITY

MIT Undergrad Association (Student Gov't)

Overhauled the UA's graphic identity, pioneered a prototype student study space, and ran a makeathon for improving the student community · 2015-2019

Acton Boxborough IdeaLab

Founded a software makerspace for students to explore programming through projects · 2012-2015