William Wu

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Hello! I work with people, computation, and design thinking to make games, poems, 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
I lead 2 student researchers with Prof. Jacobsson to visualize in-game character diversity for King · *2018*

IDEO CoLab
I prototyped decentralized currencies and embedded systems towards a future of urban mobility · *2017*

Hasso-Plattner Institute
I researched haptics for mobile games using Unity, motion tracking, VR, and 3D printing · *2016*

Concord Consortium
I made an educational multiplayer game and worked on a learnable chemistry simulation · *2012–2015*

KTByte Computer Academy
I taught Computer Science to high-schoolers and built an online grading interface · *2014–2015*

COMMUNITY

MIT Student Gov't (Undergrad Association)
I overhauled the UA's graphic identity, improved study spaces, and ran a makeathon · *2015–Present*

Acton Boxborough IdeaLab
I founded a software makerspace for students to explore programming through projects · *2012–2015*

EDUCATION

Massachusetts Institute of Technology
Digital Media Major, Design Minor · *2015-2019*

Acton-Boxborough High School · *2011-2015*

RECOGNITION

MIT Hacking Arts – 1st place
I collaborated with artists and engineers to recreate famous paintings in 3D, viewed through VR · *2016*

Hack@Brown – 1st place
I devolped a quick-to-play competitive multiplayer game controlled by smartphones, in 24 hours · *2015*

IBM Watson Scholarship – Recipient · *2015*

Siemens Competiton – Semifinalist
I researched peer grading in online courses, wrote a paper, and presented at a conference · *2013*