William Wu

willy-vvu.github.io willy.vvu@gmail.com

Hello! I work with people, computation, and design thinking to make 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
Devolped 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*