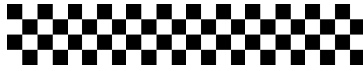




# Yumeng Wang



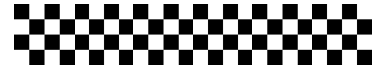
## education



**Parsons School of Design** New York, NY  
Bachelor of Fine Art in **Design and Technology**  
Expected May 2017



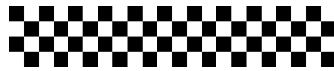
## contact



Brooklyn, NY  
917.615.9563  
yumengwang03@gmail.com  
yumeng-wang.com



## experience



### **Dunne & Raby, Designed Realities Lab**

Research Assistant

New York, NY August 2016 - May 2017

Designing the fictional micronation Tideland to investigate the flat ontology among trillions of intelligent beings living by the tide. Developing the official website of the Lab.

### **Maker Faire**

Exhibitor

Queens, NY October 2016

Exhibiting my project Datatopia, an interactive installation that composes a unique science fiction for every audience.

### **SIGGRAPH 2015**

Student Volunteer

Los Angeles, CA August 2015

Demonstrating art and technology projects at the exhibition sections Emerging Technologies and Making Studio.

### **Red Bull**

Packaging Design

New York, NY September 2014 - January 2015

Creating and user testing a series of board games that can be easily set up by tearing up the perforated Red Bull packages.

### **Game Developers Conference 2017**

Exhibitor

San Francisco, CA February - March 2017

Showcasing Victor the Loser, a game controller that sabotages the game if the player performs well.

### **Eyebeam**

Studio Internship

Brooklyn, NY January - May 2016

Working with the resident Nancy Diniz on bio materials and sensors to construct wearable architectures.

### **Walczak & Heiss**

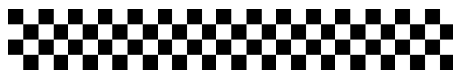
Graphic Design, Research

Brooklyn, NY February 2014 - May 2015

Designing graphics for interactive art installations and researching for different technologies to use in the projects.



## skills



Creative coding (Processing, P5.js, Open Frameworks)  
Web/mobile design and development  
Graphic Design (Adobe Suite)  
Physical computing (Arduino, Raspberry Pi, etc.)  
Machine learning  
Laser cutting, 3D modeling and printing  
Printmaking

Languages:

Fluent Mandarin

HTML, CSS

Javascript (jQuery, Node.js, etc.), C++, Python, Swift