

## Education

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

## Experience

**Dunne & Raby - The New School** New York, NY August 2016 - May 2017  
Student

- Study in Designed Realities Lab investigating criticality, political imaginaries and alternative worlds.

**Maker Faire** New York, NY October 2016  
Exhibitor

- Showcase my web-based installation Datatopia

**Eyebeam** Brooklyn, NY January - May 2016  
Studio Internship

- Worked with resident Nancy Diniz and her research group from Case, RPI, on bio materials - bacteria cellulose, to explore the concept of customizable architecture.
- Collected biometric data with sensors such as heart rate, EEG, EMG, EDA, to generate tangible output (visuals, audio) with Arduino and OpenFrameworks.

**SIGGRAPH 2015** Los Angeles, CA August 2015  
Student Volunteer

- Demonstrated art and technology projects at exhibition sections Emerging Technologies and Making Studio.
- Greeted at Membership booth and SIGGRAPH Asia to engage further participation from the attendees.

**Walczak & Heiss Inc.** Brooklyn, NY February 2014 - May 2015  
Graphic Design, Animations, Research

- Rendered graphics and animations for public art installations integrated with creative technology, using Adobe Photoshop, Illustrator, Unity, etc.
- Designed and edited project proposals for applications.

**Red Bull GmbH** New York, NY September 2014 - January 2015  
Packaging Design

- Developed a series of packaging games based on existing Red Bull package that could be torn into game components with perforation, including Darts, 3D puzzle, "Air" Hockey, Frogger and Ring Toss.

## Skills

Creative coding (Processing, Open Frameworks) Web and Mobile App (iOS) Design  
Arduino, Raspberry Pi, Kinect, Wekinator(machine learning)  
Graphic Design (Adobe Photoshop, Illustrator, InDesign, Premiere Pro)  
3D modeling and printing

**Languages:**  
Fluent Mandarin  
HTML, CSS  
Java, Javascript (jQuery, Node.js, Socket.io, P5.js, paper.js, etc.), C++, Python, Swift

Basic knowledge in photography and lighting Etching (printmaking)