

WU, Shiny Shuan–Yi

interactive media artist/designer

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EDUCATION

ArtCenter College of Design, USA.

Master of Fine Arts in Media Design Practices (2020–2022)

New York University Shanghai, China; New York University, USA.

Bachelor of Science; Bachelor of Engineering in Interactive Media Arts, Creative Writing (Minor) (2016–2020)

SKILLS

Language: Mandarin(native), English(fluent)

Visual & Spatial Design: Adobe Creative Suite, Unity, Sketchup

Creative Coding: web front-end, physical computing, interactive/generative art

Data Visualization: D3.js, Processing, P5.js, Javascript

Media Production: Film, Documentary, Sound Design, Fablab

Document: Microsoft Office, Google services, Github

EXPERIENCES

California Groundwater Project, ArtCenter College of Design

Research Assistant (2021)

As a parallel project to the annual NASA JPL/Caltech/ArtCenter Data to Discovery Program, the research team creates materials about the context where data and knowledge is produced, by doing discourse analysis, sketching, and visualizing conversations between scientists and designers on the California groundwater issues.

Demo Dwelling Machine: A Second Life Test Site,

ArtCenter College of Design

Design Researcher (2021)

Use SecondLife as a hybrid technological space to interrogate the possibilities of "home" by researching spatial and behavioral components, and redesigning a landscape of an electronically mediated life. This is a collaboration with designers Ben Hooker and Shona Kitchen.

noiseKitchen Art Co.,Ltd., Taiwan

Intern (2020)

Assist in coding and physical production of interactive art installations in public, CNC production, and LED strip programming.

AT&T Summer Learning Academy, AT&T

Extern (2020)

An online learning program for professional personal and business development.

Isobar, Dentsu Aegis Network Taiwan

Intern (2019)

Training in data-driven business, tech, creativity industry frameworks. Research on social issues and develop a full-cycle (O2O) campaign. Assist work in UI/UX, IT, Creative departments. Prototyped a "MoodBar" to bring family closer through cocktails.

Communications Lab, Interactive Media Arts,

Academic Resource Center, NYU Shanghai, China

Learning Assistant (2017)

Assist in the teaching of class on coding (HTML, CSS, Javascript, p5.js) and media production. Hold 1–1 office hours. Launch a school-wide photo exhibition.

ACTIVITIES

Ethics of Practice: Online workshop by Marysia

Lewandowska, School for Curatorial Studies Venice

Participant (2021)

Topics: Artist as Curator, Publishing as Public Practice, Social Cinema, Rehearsing the Museum, Archive as Lexicon, Ethics of Distribution. Distribution of Ethics.

Google DesignStorm, ArtCenter College of Design

Participant (2020)

Participated in the three-day, collaborative workshop as part of a transdisciplinary team, engage in discussions with top-tier Google designers alongside ArtCenter faculty, further develop professional design skills, presentation techniques, and collaboration strategies.

Tongji University X NYU Shanghai Artist Roundtable,

Chronus Art Center, China

Artist (2019)

Present and discuss new media art works and concepts.

Creative Learning Design, PCI Program, NYU Shanghai

Participant (2018)

Research, design, user-test an interactive gaming experience of music education using LEGO and Scratch. collaborating with Tinkamo and Yungu School.

VR Jam Workshop, HTC and

National Taipei University of Technology, Taiwan

Participant (2017)

Attend workshops on the application of VR in various industries. Support motion capturing process of a virtual concert project.

Deans' Service Scholars Program: Yunnan, NYU Shanghai

Scholar, Volunteer (2016–2017)

Collaborating with the Yunnan Green Environment Development Foundation in China, scholars traveled into mountains and planted over 290 trees for the endangering black snub-nosed monkeys. This included pre-visit research on local minorities' daily life, and learning global environmental issues through reading documents as a service scholar.