Wangshu Sun

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EDUCATION

New York University, New York, US   08. 2015 - 05. 2017

M.P.S. in Interactive Telecommunications (ITP)

- Concentrations: creative technology, interactive design

Southeast University, Nanjing, China   09. 2010 - 06. 2014

B.E. in Biomedical Engineering

- Attended Electronic Engineering and Computer Science intensive training class at Chien-Shiung Wu Honors College

WORK EXPERIENCE

OpenBCI, Brooklyn, US   06. 2016 - 05. 2017

Research Resident (Software Developer and UI/UX Designer)

- Proposed an attention-detecting algorithm and implemented with Processing (Java).
- Developed interactive scalable widgets with Processing (Java) and Git.
- Improved user interfaces and information architecture for OpenBCI GUI v2.0.

HCI Lab, Nanjing, China   10. 2014 - 07. 2015

Front-end Developer Intern and UI/UX Intern

- Developed front-end for multiple web projects using HTML/CSS/JavaScript and Git.
- Contributed to UI/UX design for multiple web and desktop applications.

SELECTED PROJECTS

Mantra Mirror - Web & Mobile   10. 2017 - 10. 2017

UI/UX Designer, Developer

- In one week, designed a mobile web app that can speak in reaction to your emotion, within limitation of combining computer vision API with text-to-speech API.
- Developed a functional prototype with HTML/CSS/JavaScript/ajax/RESTful API.

Dream of Wings (Thesis) - Motion capture VR experience   02. 2017 - 05. 2017

UX Designer, Developer

- Designed a gesture-controlled VR flying dream experience using Kinect and Oculus Rift.
- Developed the experience including simplified aerodynamics in Uinty (C#).
- Featured by Oktana. Invited to present at 2018 PULSE Art and Technology Festival.

Resonance - Musical motion capture performance   11. 2016 - 12. 2016

UX Designer, Interactive Sound Designer

- In a team of four, designed an interactive motion capture performance that sonifies the energy and emotion of dance.
- Designed and developed interactive sound using Max/MSP and Ableton Live.

Stair Brawl - Arcade game   02. 2016 - 05. 2016

Game Designer, Developer

- Led a team of four, designed and developed a competitive arcade game in Unity (C#), wired circuit with Arduino, fabricated the arcade with CNC machine and laser cutter, composed background music.

AWARDS

NYU Tisch GSO Grant	2017
Finalist of "Innovative Game Design", CHI 2016 Student Game Competition	2016
2nd prize at Southeast University Creative Experience Competition	2012

SKILLS

Design

Storyboarding
Wireframing
Prototyping
Usability Testing

Prototype

Balsamiq
Axure
Sketch

Tools

Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Flash
Unity 3D
Ableton Live
Max/MSP
Git

Programming

HTML 5 / CSS 3
Javascript
jQuery
React.js
p5.js / Processing
C# / Java
C++
Python

Physical Computing

Arduino
Digital circuit design

Fabrication

CNC
Laser cutter

Languages

English (fluent)
Mandarin (native)

EXHIBITIONS

Dream of Wings | ITP Spring Show 2017

Melody Painter | Tech@NYU 2017

Personal Space | 2017 Columbia University Game Jam

Resonance | Mixed Signals 2017

A Proper Haunting | 2016 NYU Game Center End of Year Show

Dark Maze | ITP Spring Show 2016

Stair Brawl | ITP Spring Show 2016

BoomChaCha! | CHI 2016 Student Game Competition