

# Wangshu Sun

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## EDUCATION

- M.P.S. in Interactive Telecommunications (ITP)**, New York University 08.2015 - 05.2017
- **Academic focus:** creative technology, prototyping, game design & development
- B.E. in Biomedical Engineering**, Southeast University, Nanjing, China 09.2010 - 06.2014
- **Electrical Engineering and Computer Science intensive training class** in Chien-Shiung Wu Honors Colleges
  - **Related courses:** Computer Architecture & Logic Design, Data Structures and Algorithms, Software Engineering

## SKILLS

- Front End:** HTML 5, CSS 3, JavaScript, Bootstrap, jQuery, React.js, AngularJS, p5.js, Tone.js
- Programming:** C++, C#, Java, Python, Processing, MATLAB, Qt, Assembly, FPGA, Git, Unity 3D, Max MSP
- Design:** Photoshop, Illustrator, InDesign, Flash, Axure, GarageBand, Ableton Live, Premiere
- Language:** English (Fluent), Mandarin (Native)

## WORK EXPERIENCE

- OpenBCI | Brooklyn, New York | Research Resident** 06.2016 - 05.2017
- Responsible for EEG algorithm research, software development for scalable widgets, and some user interface (UI) design.
  - Proposed an EEG attention algorithm for a [mind-controlled maze game](#). Proposed widget-based framework. Designed and developed a scalable Focus Widget. Designed user interface (UI) with higher usability. Fixed FFT calculation.
  - Tools: Processing (Java), object-oriented design (OOD), Matlab, Photoshop, user experience (UX) design.
- Southeast University HCI Lab | Nanjing, China | Front-end Developer Intern** 10.2014 - 07.2015
- Responsible for front-end development, user interface (UI) design and user experience (UX) design for website and software.
  - Developed [departmental website](#) with pixel-level precision, developed a [scalable portfolio](#), designed and developed a scalable Ruby on Rails website. Designed interface, mind map, wireframe and prototype for website and software. Designed poster.
  - Tools: HTML / CSS / JavaScript, Git, jQuery, Bootstrap, Sass, Ruby, Photoshop, Illustrator, Axure.

## SELECTED PROJECTS

- [Dream of Wings \(Thesis\)](#) | Developer, Experience Designer** 02.2017 - 05.2017
- Solo designed and developed a bird-like motion capture VR flying experience that aims at a dreamy and intuitive feeling.
  - Developed a simplified aerodynamics model to simulate bird flying. Designed intuitive gestures that prevent dizziness in VR.
  - Presented at ITP Thesis Week 2017. Exhibited in ITP Spring Show 2017. Featured by [Oktana](#) as one of the three projects.
  - Tools: Unity (C#), Kinect (motion capture), Oculus Rift, p5.js.
- [A Proper Haunting](#) | Game Developer** 03.2016 - 05.2016
- In a team of five, created a point-and-click narrative puzzle game about a ghost trying to spook a family out of his house.
  - Lead game developer for user interface (UI), game scripts and functions. Participated in narrative design and visual design.
  - Exhibited in 2016 NYU Game Center Student Show.
  - Tools: Adventure Game Studio, Photoshop.
- [BoomChaCha](#) | Game Developer, Game Designer, Composer** 11.2015 - 12.2015
- In a team of three, created a collaborative music game played by Arduino-based custom controllers.
  - Lead game developer for musical timing, interactive tutorial, user interface (UI), animation, mechanics, serial data, etc. Participated in game design, composed background music, fabricated wand controller.
  - Top 3 of "Innovative Game Design" in CHI 2016 Student Game Competition. [Paper](#) accepted by ACM CHI 2016 (the top conference for human-computer interaction).
  - Tools: Processing (Java), object-oriented design (OOD), Photoshop, GarageBand, laser cutter.