

Interaction Designer, Creative Technologist — Munus is a transmedia designer and creative technologist specializing in algorithmic & data-driven design. He is interested in using code to generate customized, adaptive and systematic design works.

Education

Parsons School of Design - The New School

Master of Fine Arts - Design and Technology Jun 2021 - Current

- With Full-Scholarship from the Taiwan Ministry of Education
- Focusing on Creative Coding, Data Viz, Generative Design and their applications in Brand Identity and Interactive User Experience

National Tsing Hua University

Bachelor of Science - Engineering Science Jun 2016 - Jun 2021

- Studied both Artificial Intelligence and Visual Communication Design
- Working as a Teacher Assistant for various courses, ranging from "Creative Coding", "Visual Communication Design" to "Typography".

Work Experience

Data Analysis and Interpretation Lab

A.I. Research Collaborator Sep 2019 - Jun 2021

- Focused on Deep Learning and Biometric System algorithm development
- Generative Adversarial Network implementation and model training
- Fluency in applying Python (keras) & MATLAB

15x15 Studio

Co-Founder Dec 2017 - Jan 2021

- Freelance designer for major events and brand identities
- Collaborate with other designers in the firm and help create cohesive design looks

Artmay: Art Festival

Student Art Director Jul 2018 - Jul 2019

- Led a group of 10 designers to design visuals for every activities in Artmay
- Rebranded Artmay with rich visuals through diverse media platforms (web, motion, exhibit...)
- Collaborated with engineers, photographers and artists to build a holistic experience

Skills

Adobe Creative Suites (Illustrator, Photoshop, InDesign, AfterEffects) Figma

HTML CSS Javascript Python p5.js D3.js Arduino Risograph

Book-Binding