



GIADA SUN

Interactive Experience Designer & Researcher **Pittsburgh, PA**

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education

University of Washington

Master of Science in Human-Computer Interaction and Design, Seattle, WA | 2020

Carnegie Mellon University

Master of Fine Arts in Video and Media Design, School of Drama, Pittsburgh, PA | 2019

National Taiwan University

Bachelor of Arts in Drama and Theatre, additional Asian Art program, Taipei, Taiwan | 2015

sel. projects

Legend of Wrong Mountain **Artist & Programmer**

Develop methodology and apply Machine Learning techniques, such as Markov Chain, RNN and pix2pix, to generate script, music and visuals of Chinese Kunqu Opera | 2018

A/B Machines **Media and Interaction Designer**

supported by Andy Warhol Foundation for the Visual Arts

Designed self-discovery experience for theater audience. Developed and built interactive selfie machines, custom camera and media server system using openFrameworks | 2018

Too Many Captains and Not Enough Wire **Game Designer**

Designed, prototyped and developed an experimental party game with an unique custom controller. Press from MAKE, Newsweek, The Verge, CNET and BuzzFeed | 2017 - 2018

How to Put On a Sock **Media and Interaction Designer**

Designed digital visuals for a theater performance discussing sex education and abortion policy. Developed a real-time SMS polling system to realize audience participation | 2017

experiences

Connected Experience Lab, HCII, CMU **Research Assistant**

Researched, designed, prototyped and developed a social cybersecurity micro-game using self-efficacy models and conducted user testing | 2018

School of Drama, CMU **TA for Mediated Reality & Creation Studio**

Taught modeling, 3D scanning, programming for creating virtual space | 2017 - 2018

Center for the Arts in Society, CMU **Research Assistant**

Designed and developed an AR experience of Pittsburgh history in Miller ICA Gallery | 2017

Freelance **Projection and Graphic Designer**

Designed projections and printing works for Taiwanese theater companies | 2013 - Present

recognitions

ISEA Inter-Society for the Electronic Arts Conference **Paper Presenter**

Legend of Wrong Mountain: AI Generated Opera, Gwangju, South Korea | 2019

Prague Quadrennial of Performance Design and Space **Featured Designer**

Emerging Designer Exhibit from the United States, Prague, Czech Republic | 2019

USITT Theater Technology Conference **Presenter and Speaker**

Young Designer Collaborative Projects, Louisville, KY | 2019

NeurIPS Neural Information Processing Systems Conference **Oral Presenter**

Machine Learning for Creativity and Design Workshop, Montréal, Canada | 2018

Independent Games Festival Awards **Finalist**

Too Many Captains and Not Enough Wire, alt.ctrl.GDC Award, San Francisco, CA | 2018

Game Developers Conference **Game Presenter**

Too Many Captains and Not Enough Wire, alt.ctrl.GDC Showcase, San Francisco, CA | 2018

skills

IxD

User Research
Wireframing
Storyboarding
Prototyping
Usability Testing

Softwares

Illustrator, Sketch
Premiere
After Effects
Cinema 4D
Vectorworks

Languages

C++
Unity C#
TypeScript
Processing
Python

Web Dev.

HTML
CSS
JavaScript
Vue
Node.js