



education

productions

projects

recognitions

skills

GIADA SUN

Theatrical Media Designer & Engineer

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Carnegie Mellon University

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

National Taiwan University

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

Test of Non-English Languages for English Speakers **Media Designer**

Directed by Jialin He, Hudson Guild Theater, New York | 2019

New Creation **Media & Interaction Designer**

Directed by Kai-Chieh Tu, Dixon Place Theater, New York | 2019

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

Directed by Philip Gates, Helen Wayne Rauh Theater, Pittsburgh, PA | 2018

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

Directed by Rachel Karp, Helen Wayne Rauh Theater, Pittsburgh, PA | 2017

Journey to the East **Projection Designer**

Directed by Tzung-Chi Fan, Wellspring Theater, Taipei, Taiwan | 2016

Belle Reprieve **Projection Designer**

Directed by Peng Hsu, Wellspring & Yuan Sheng Theater, Taipei & Tainan, Taiwan | 2015

The-Re **Projection Designer**

Directed by Peng Hsu, Lu Ming Theater, Taipei, Taiwan | 2014

Legend of Wrong Mountain **Artist & Programmer**

Chinese Kunqu Opera experience conceived, written and performed by artificial intelligence using machine learning techniques, such as Markov Chain, RNN and pix2pix | 2018

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

Gnarly party game which involves wireswapping on a custom controller and chaotic communication. Press from MAKE, Newsweek, The Verge, CNET and BuzzFeed | 2017 - 2018

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

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

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

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

Machine Learning for Creativity and Design Workshop, Montreal, 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

Media Server

Watchout
Disguise d3
Millumin
Resolume
QLab

Softwares

Illustrator
Premiere Pro
After Effects
Cinema 4D
Vectorworks

Programming

C++
Unity C#
JavaScript
Processing
Python

Others

Lighting Design
Cinematography
Film Editing
Arduino
Raspberry Pi