

# QiuYi Wu (Chewy)

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I enjoy making **visually pleasing** and **emotionally engaging** experiences through art, culture and technology.

I love immersing myself in a highly **collaborative** and **passionate** environment, and discovering **fun** and **innovative** ways to inspire people and connect the word.

## GIFTS

- Bridge the gap between design, motion and development
- UX engineering
- Creative technology R&D
- Game / Web oriented 3D modeling and motion graphics
- CMS integration and management
- Immersive experiences and physical installations
- Solo-runner for rapid prototyping in tight deadlines
- Team-player for big projects and global clients
- Multi-tasking and fast-learning
- Spending downtime learning new skills or making arts

## HOUSES

**Stink Studios | NY** 2019 - now

**Senior Creative Technologist**

Spotify, Nike, Google, Airtable, Chobani, Dior...

**AKQA | NY** 2016-2019

**Creative Technologist | Principal Developer**

Nike, Verizon, Samsung, IBM, Coca-Cola, Murad, NBA...

**Intel Bell Labs | NJ** 2019

**3D Artist | VR Developer**

**Immersive live events venues** 2013-now

**Artist | Live Performer**

Moscow International Biennale for Young Art (Virtual)

Moving Different PopUp Exhibition

House of Yes

ElasticShore

Laguardia Performing Arts Center

Casita Maria Center

Baltimore Symphony Orchestra

Miami New World Symphony

**OF COURSE Creative Coding School | NY, SH** 2015- 2016

**Instructor, Manager**

**The Metropolitan Museum of Art Media Lab | NY** 2015

**Creative Technologist Intern and Exhibitor**

## TOOLS

### FRONT END DATA & CMS

HTML/CSS/JS, Git, Node, React, Vue  
Next, Pixi, Three, Babylon, p5, d3  
Styling languages & JS animation libraries  
AWS, Firebase, Contentful, Sanity, GraphQL

### CREATIVE CODING AUDIO VISUAL

OpenFrameworks, Cinder, Processing,  
GLSLShaders, OpenCV, MaxMsp  
TouchDesigner, Ableton Live, MadMapper

### AR/VR

Unity, Unreal Engine, Threejs, ARKit, A-Frame  
Daydream, Oculus, HTC Vive

### DESIGN & ANIMATION

Sketch, Figma, Photoshop, Illustrator, FinalCut  
AfterEffects, Cinema4D, Blender

### HARDWARE & OTHER STUFF

Arduino, Raspberry Pi, depth cameras  
sensors, motors, 3D Printing  
LEDs, EEGs, mocap tools,  
projection mapping tools

## MEMORIES

### MEMBERS & PARTICIPANTS

HackLab NYC, Hacking Art  
Art-a-Hack, OF COURSE.io  
Lights-up session, MakerFaires  
Choreographic Coding Lab  
Google Hackathon, etc

### PRESS & AWARDS

The Creator's Project  
FWA of The Day  
Awwwards  
WebbyAwards  
A' Design Iron Award  
ADAA Winner - Installation  
ADAA Winner - Animation

### MFA

**Parsons the New School of Design** 2014  
Design & Technology

### BFA

**Rochester Institute of Technology** 2012  
New Media Design & Imaging

### FUN FACT

If I'm not making, I'm probably dancing