

MENGYU CHEN

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I am a creative developer, researcher and designer with five-year experience in human computer interaction and four-year experience in development for mixed reality.

EDUCATION

University of California Santa Barbara

2016 - 2021 | PhD Media Arts and Technology

Rhode Island School of Design

2013 - 2015 | MFA Digital+Media

Grinnell College

2009 - 2013 | BA Art + East Asian Studies

VISUAL & SPATIAL DESIGN

3ds Max | Maya | Zbrush | Substance | Creative Suite

SOFTWARE DEVELOPMENT

C# .NET | Unity | C++ | HLSL | Python | JavaScript
Q# | Tensorflow | Kinect | Java | MySQL | HTML & CSS

RAPID PROTOTYPING

Laser Cutting | CNC | 3D Printing | Raspberry PI

CREATIVE EXPERIENCE

AI Research & Testing Intern

JAN 2020 - PRESENT

Technology Development, Sony Pictures Entertainment *Los Angeles, CA*

- Research the state of the art machine learning toolkits for entertainment content production
- Develop image processing, speech recognition and sentiment analysis prototypes for content creation and automation pipelines.

Magic Lab R&D Intern / Software Engineer

JUN 2019 - DEC 2019

R&D Department, PlayStation / Sony Interactive Entertainment *San Mateo, CA*

- Develop a new experience demo with an intelligent virtual character.
- Design and implement a new physical interface for cross-reality user input and interaction.
- Collaborate with 3D artist on character design, modeling, animation, interaction and rendering.
- Design evaluation task for virtual agent interaction and develop user interface.
- Conduct user perception study on intelligent virtual character.

Interaction & XR Designer

APR 2016 - SEP 2016

D-Gene Digital Technology Co., Ltd. *Shanghai, China*

- Collaborated with R&D team to conceptualize, prototype and implement AR & VR products.
- Produced 3D user interface and 3D assets for PBR based VR rendering pipeline.
- Researched on 3D reconstruction from environment lightfield data and point cloud scans.

Technical Developer

DEC 2014 - APR 2016

Mestizo Robotics *Providence, RI*

- Designed and implemented robot communication and control system.
- Worked with engineering team, designed and developed a double-axis algorithmically-controlled pendulum system.

RESEARCH EXPERIENCE

Graduate Researcher - Spatial Recognition

SEP 2019 - PRESENT

Center for Virtual Environments and Behavior, UCSB *Santa Barbara, CA*

- Create VR environment and research on spatial recognition and decision making factors.
- Develop and design maze-based task testing user spatial memory and pathfinding ability.

Graduate Researcher - Mixed Reality

SEP 2017 - JUN 2019

transLAB, UCSB *Santa Barbara, CA*

- Researched on mixed reality social interaction, haptic interaction, and spatial computing.
- Developed toolkits for rapid worldmaking, rapid content creation, and visual effects.

Graduate Researcher - Multisensory Interaction

OCT 2013 - AUG 2015

Data Visceralization Research Group, RISD *Providence, RI*

- Researched on data narratives, environmental data acquisition, and architectonics of sense.
- Created data perception interface, haptic devices, and multi-sensory interactive environment.

PUBLICATION**Jing Yan, Mengyu Chen - SIGGRAPH 2019** *Los Angeles, CA* JUL 2019

"Reincarnation: Virtual Reality Recreation of Surrealist Paintings"

Mengyu Chen, Jing Yan, Yin Yu - ISEA 2019 *Gwangju, South Korea* JUN 2019

"Biometric Visceral Interface: A Soft Robotic Immersive System for Extended Perception"

Mengyu Chen, Jing Yan, Yin Yu - HAID 2019 *Lille, France* MAR 2019

"Biometric Perception Interface: A Multisensory Soft Robotic Agent for Affective Social Interaction"

Mengyu Chen - Master's Thesis, RISD 2015 *Providence, RI* MAY 2015

"Neoplastic Therapy: On Violence and Aesthetics"

TEACHING**Teaching Assistant** - Transvergence VR Worldmaking, UCSB *Santa Barbara, CA* 2018 - 2019**Instructor** - Intro to Creative Programming, UCSB *Santa Barbara, CA* WINTER, SPRING 2017**Teaching Assistant** - Physical and Tangible Interfaces, UCSB *Santa Barbara, CA* FALL 2016**Instructor** - Art_X Architecture, Rensselaer Polytechnic Institute *Troy, NY* SPRING 2016**Instructor** - War Machine, Digital Media, RISD *Providence, RI* WINTER 2015**HONOR & AWARDS**

Media Arts and Technology Merit-Based Block Grant Fellowship, UCSB 2016 - 2018

RISD Bridge Grant on Art & Design Collaboration, RISD JUN 2015

Digital Media Best Written Thesis Award, RISD MAY 2015

Digital Media Department Merit-Based Fellowships, RISD SEP 2013

Division of Student Affairs Art Purchase Prize, *Grinnell College* MAY 2013CIEE Photography Awards, *Sophia University, Tokyo* JUL 2012**TALKS & WORKSHOPS****Biometric Visceral Interface** - Presentation, ISEA 2019 *Gwangju, South Korea* JUN 2019**Biometric Perception Interface** - Presentation, HAID 2019 *Lille, France* MAR 2019**Code, Mediation, Ekistics** - Artist Talk, Undergraduate Seminar, UCSB *California* NOV 2018**Code as Creative Medium** - Artist Talk, Undergraduate Seminar, UCSB *California* OCT 2018**Intro to 3D Modeling** - Workshop, ShanghaiTech University, *Shanghai, China* AUG 2016**The Energy Propagated** - Presentation, ISEA 2015 *Vancouver, Canada* AUG 2015**The Flying Machine** - Talk, Undergraduate Seminar, RISD *Providence, RI* JAN 2015**Pale Firework** - Talk, Gelman Gallery *Providence, RI* NOV 2014**Evidence Fetish** - Panel Discussion, Artspace New Haven *New Haven, CT* SEP 2014**LANGUAGES**

JLPT N1 Certificate, the Japan Foundation and JESS JAN 2012

English(Fluent), Japanese(Fluent), Chinese(Native), Korean(Beginner)