## Edison Chen

New Media Artist & Designer

Graphic Design Intern Star Observer	(2014)
Central Park Digital Wall Project	(2014)
A public virtual representation of Central Park that reacted to Sydney's weather	
Beams Festival Interactive live video projection	(2015)
Vivid Artwork I Love You Concept Lead & Creative Direction A heart that became brighter the low participants shouted 'I Love You'	
ACME Virtual Virtual Reality Design Intern	(507P)
Willoughby Visual Art Biennial 2017 Urban Screen Interactive Artwork	(2017)
CoLabs Inflatable Bear with Twitter Interaction	(2017)
Parramatta Council Future City Student Project Officer	(2018)
University Tutor Teaching 1st year media students: UNSW	(5018)
Vivid Artwork Harmony Valley Concept & Project Lead An interactive rainbow where people held hands	(2018)
ElectroCities Web Art Residency	(2019)

Online pond filled with hopeful koi

Willoughby Visual Art

Upcoming Urban Screen Artwork

QUT Cube Residency

Bachelor of Design

UNSW Art & Design

Biennial 2019

Shortlisted

fish.

My collaborative art practice seeks to produce a myriad of creative situations through novel interactive technologies

## Skills

Ideating and Experience Design

Design Thinking

Art Direction

Layout Design

Eye for Colour

Print and Digital Design

Spatial Design

Spatial Design

Traditional & Digital Painting

Illustration & Drawing

Virtual Reality Design

Unity

Basic Animating

Basic 3D & Texturing/Maya

Basic C# coding

## Personal

Good Communication Skills
Collaborative Experiences
Innovative
Drive to be outside the box
Open Minded
Always Aiming to Improve
Easy-going
Gamer
Well-presented
Can write
Adaptive
Project Support
Creative
Interested in Emerging Tech
Basic Cantonese-Chinese

## Other

Interviewed Squidward

Global Games Jam Participant
Media Architecture Biennale Volunteer
Immersive Hack 2nd Place
Academy Xi VR Design course
Virtual Reality Hackathon Winner
NSW Department of Industry Award



(2014)

(2019)

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