

Kuan-Ju Wu

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Skills

Hacking Arduino, Electronics, Processing, OpenFrameworks

Hardware Woodshop, CNC Router, Laser cutter, 3D printer

Software Solidworks, Autodesk Alias, Eagle, Adobe Tools

Language C, JAVA, Chinese, English, Taiwanese, Japanese

Education

Master of Tangible Interaction Design

Carnegie Mellon University, USA, 2009-2010

Bachelor in Electronic Engineering

National Chiao Tung University, Taiwan, 2003-2007

Certificate, Digital Content Program

National Chiao Tung University, Taiwan, 2003-2007

Publications

Tangible, Embedded, and Embodied Interaction (TEI11) Madeira, Portugal

Talk + Demo presentation

Interactive Fabrication: New Interfaces for Digital Fabrication.

Human Factors in Computing Conference (CHI10) Atlanta, GA

Work in Progress

TOPAOKO: Build your own Interactive Construction Kit.

Projects

GIFFI, Gift For Future Inventors

Motorized Kinetic construction kit for children to explore how machines work and to build their own robot.

IFC, Interactive Foam Cutter

New Interface for next generation fabrication using hotwire to sculpt foam cubes, simultaneously creating 3D model and recording movement path so the cutter can fabricate automatically next time.

TOPAOKO, DIY construction kit

Hardboard construction kit with microcontroller and actuators. Cheap quick prototyping for physical computing.

Taipei Metro System Service

Designing a dynamic information environment and user experience for public transportation.

Experience

Teaching Assistant, Carnegie Mellon University Spring 2011

"Experimental Form Studio", Junior Industrial Design course.

3 independently themed projects for exploring forms considering embedded mechanics and technology, objects as interactive media, and experience-driven design.

Artist Assistant, Ian Ingram Studio, Summer 2010

"Woodpecker Robot", "Squirrel Tails Machine": Microcontroller embedded kinetic art installations.

The project leads children and their parents on nature walks to discover small robots that illustrate animal behaviors and prompt further investigation of the natural world.

Lecturer, Carnegie Mellon University, Spring 2010

"Making Things Interact", Multidisciplinary studio course.

The course for students with no previous technical background but an appetite for hacking, tinkering, and creative play with materials, transgressing disciplinary boundaries. Students design and build interactive projects combining physical form, mechanical behavior, electronic sensing and actuation, and computational control.

Exhibitor, Maker Faire NY, Sep 25-26 2010

2-Day International DIY Festival New York Hall of Science : 300 makers and 25000 visitors.

Demo Interactive Foam Cutter project and provide 100 cut-your-own take away foam cubes.

Internship, Creativity Lab, Industrial Technology Research Institute, Taiwan, Summer 2007

User experience design for next generation living space "Crystal House".

Part-time teacher, Fresh-Seed Children Art Center, Taiwan, 2004-2007

Teach craft making with clay, paper, metal, wood, and food.