
ELAINE CHEUNG

MEDIA & INTERACTIVE DESIGNER

PROFILE

Elaine Cheung works at the intersection of art, design, computing and technology. Originally from Los Angeles, she explores themes relating to our embodiment of tech, future systems, and experiential interactions.

CONTACT

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mew.designs



internet.of.consciousness



elaine_miu_cheung

EDUCATION

MASTERS of FINE ART

ART CENTER

Media Design Practices (LAB)

2013 - 2016

BACHELORS of ART

University of CA, San Diego

ICAM Interdisciplinary Computing & the Arts

2009 - 2013

EXPERIENCE

CULTURAL AMBASSADOR EXCHANGE ARTIST

ZERO1 & GARAGEMCA [Moscow, Russia]

Aug 2016 - July 2017

Addressing community issues through cross-cultural art collaborations. Ran intensive workshop with GARAGE partnership to teach electronics/sensor tech towards prototyping innovative solutions for awareness around people with disabilities. Management of project development phase and artist teams, event production of final exhibition of works, including my lead artist installation.

TEACHER'S ASSISTANT • INTERACTION DESIGN

ART CENTER [Pasadena, CA]

Sept 2015 - April 2016

Teaching Assistant for Professor Elise Co in the Interaction Design Department for physical computing and a Wearables Design undergraduate electives and courses at Art Center College of Design.

MEDIA FELLOW • DESIGNMATTERS

Proximity Designs [Yangon, Myanmar]

June 2015 - Sept 2015

Grant writing for Sundance Stories of Change project which was accepted, created a UX strategy for digital storytelling platform and web redesign. Also conducted research in joint R&D Ideo.org project looking at the future of sensor and IoT tech in rural Myanmar agriculture.

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SKILLS	EXPERIENCE
<p>ADOBE CREATIVE SUITE <i>Premiere, After Effects, Photoshop Illustrator, InDesign, Lightroom</i></p> <p>PHYSICAL COMPUTING <i>Arduino, IoT, Embedded Tech + Wearables</i></p> <p>UX, WEB & MOBILE <i>InVision, HTML/CSS, Javascript, Wordpress</i></p> <p>DESIGN RESEARCH <i>HUC Design, Speculative Design</i></p> <p>FILM <i>Final Cut Pro, Canon DSLR, Post-Production</i></p> <p>MICROSOFT OFFICE</p> <p>LIGHTING TECH <i>Resolume Avenue, DMX, Controllers</i></p>	<p>CULTURE LAB ARTIST IN RESIDENCE <i>Grin City Collective [Grinnell, IA] July 2014 - Aug 2014</i></p> <p><i>As part of an art, science and education collaboration, interactive projects were created as a series of educational workshops and installations aiming to approach science and art in innovative ways. A biometric bodysuit that translated motion data into LED waveforms and a light installation depicting the brain were created.</i></p> <p>DIGITAL RELATIONS • LA COUNTY OF ARTS <i>Highways Performance Space [Santa Monica, CA] June 2012 - Aug 2012</i></p> <p><i>Redesigned official website, prints, graphics, historical databases. In-house production and theater.</i></p> <p>FREELANCE MULTIMEDIA DESIGNER • 2009 - PRESENT <i>Album Art, Branding, Visuals & Lighting [Various Local Producers & DJs] Graphics, Print & Web Designer [UCSD Cross Cultural Centers] Entertainment Media [GLAAD MEDIA] Post-Production Assistant [Of Like Mind Productions] Information Technology Technician [Universal Studios Hollywood]</i></p>
AWARDS	
<p>STUDENT FINALIST INTERACTION INNOVATION <i>for "The Internet of Consciousness"</i> SXSW 2017</p> <p>DESIGNMATTERS FELLOWSHIP 2016</p>	
INTERESTS	REFERENCES
<p>SOCIAL IMPACT</p> <p>TRAVEL</p> <p>EMERGING TECH</p> <p>INTERNET of THINGS</p> <p>VR / PROJECTIONS</p> <p>DESIGN</p>	<p><i>Elise Co [CoFounder AEOLAB]</i> P : +1 310 221 1932 E : elise@aeolab.com</p> <p><i>Mari Nakano</i> <i>[Design Lead, UNICEF Innovation]</i> P : +1 310 916 6626 E : mari.nakano@gmail.com</p> <p><i>Jim Taylor</i> <i>[CoFounder Proximity Designs]</i> E : jtaylor@proximitydesigns.org</p> <p><i>Phil Van Allen</i> <i>[Interaction Chair, MDP]</i> E : vanallen@artcenter.edu</p>