

Albert Hwang

Objective

Seeking a position in VR interaction design that maximizes my skills in fine art and tech – both as a 3d new media artist and as a lead engineer in one of New York's fastest-growing tech startups

3d Experience

Various, incl. Looking Glass, Meural | 3d IxD Consultant | 2016

- Designed and developed a Leap Motion-controlled 3d rhythm game to support the market introduction of a novel 3d display technology
- Advised on third-party hardware partnerships based on needs / constraints collected from a client's various stakeholders, including Head of Product, CTO, and CRO
- Researched and prototyped novel IxD patterns to justify future research, capturing and disseminating R&D findings through code presentations and diagrammed documentation
- Conducted designer feedback sessions, socializing learnings and practices useful for solving common problems in these new media problem spaces

Spatial Computing | Designer and Producer | 2009 - 2012

An interaction framework for a concept AR system – online videos

- Defined a simple gesture framework, enabling physical interactivity with AR content
- Proved utility of gestures by illustrating specific, real-world use case implementations
- Married 3d models and animation to live action through filming and post-production
- Contributed to the greater AR community by sharing the work and discoveries through online materials, a successful Kickstarter, and talks and panels (SXSW, eComm, Blur)

Lumarca | Inventor and Core Member | 2005 – 2014

A low-cost, open source, and scalable device that displays digital objects in physical 3d space

- Architected and oversaw construction of the world's largest volumetric display with a rendering field of 20' x 30' x 30', managing a crew of 15
- Exhibited in over 20 venues and 3 continents, incl. Siggraph Asia, Maker Faire, Eyebeam
- Published a featured Instructable and software library, enabling multiple artists around the world to build and exhibit their own Lumarcas with custom content

Liquid Dance | Educator and Advocate | 1997 – Present

An urban dance form where dancers manipulate virtual objects in physical space

- Co-authored an academic paper discussing how Liquid dancers populate 3d space with digital content
- Produced ten influential YouTube tutorials that examine the physical and perceptive mechanics of Liquid, receiving over 65k views and nearly 1500 subscribers

Digital Production

Movable Ink | Lead Solution Engineer | 2013 – 2016

- Scaled the Solution Engineering team in step with Movable Ink's aggressive growth – hiring, training, and managing four employees, two of whom worked remotely
- Led the development and productization of new offerings atop Movable Ink's ever-evolving core infrastructure
- Ensured confidence in clients and prospects by acting as a key member for phone calls and in-person meetings, vetting feasibility and supporting the sales / account teams
- Streamlined the product and drastically shortened discovery and development timelines by producing documentation based on newly-identified usage patterns

Contact

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Links

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Skills

Programming

- Proficient in Unity and C#
- Familiarity with OpenGL and GLSL
- Advanced JavaScript, incl. three.js experience
- Proficient with Ruby, incl. SketchUp scripting experience
- Processing / Java
- OpenFrameworks
- Git, SVN, Mercurial

Design

- Wireframing
- UX, IxD, and IA
- Gesture / movement / choreography
- Theatrical projection / light / sound
- Installation art / physical installation

Process / Philosophy

- User-centered design
- Scrum / Agile
- Rapid prototyping
- Critical Response Process

Education

NYU Tisch | 2009 – 2012

BFA, Theater with concentration in:

- Movement theory
- Gesture and choreography
- Narrative composition
- Technical design and production for light, sound, and projection
- Collaborative production