



JUNGU GUO
Creative Technologist

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EDUCATION

- 2017 - 2019
 NYC, USA
Design and Technology | MFA
 Parsons School of Design
- 2018.9 - 2018.12
 Paris, France
Design and Technology | Exchange
 Parsons Paris
- 2011 - 2015
 Beijing, China
Digital Media Arts & Technology | BE
 Beijing Forestry University

WORK EXPERIENCE

- 2019.9- current
 Chicago, US
Creative Technologist
 Museum of Science and Industry
 Develop in-house interactive museum experiences and help guide the technical aspects of exhibit projects. Featured project is a Gaming exhibit where I developed one of the games on display from scratch to build-out.
- 2018.12 - 2019.1
 Beijing, China
Creative Technologist Intern
 Moujiti Media Art Studio / 某集体
 Developed interactive prototypes for media art installation commissioned by Beijing Daxing International Airport and explored technical solutions for a media art exhibition in the China Pavilion of La Biennale di Venezia 2019.
- 2018.6 - 2018.8
 Tokyo, Japan
Interactive Team Intern
 teamLab / チームラボ
 Worked as graphics programmer in the Interactive Team, making shaders within Unity for this projection mapping project called "Flight of Dreams" at Centrair Airport in Nagoya.
- 2015.7 - 2016.9
 Beijing, China
Interactive Media Designer & Developer
 E-Go Animation Studio / 鱼果动画
 Worked as creative technologist and develop large scale multiplayer interactive edutainment installation for children aged from 4 - 7 and also helped design, developed and maintained technical infrastructure for

EXPERTISE

- Graphics Programming ●●●●●●●●
- Play Experience Design ●●●●●●●●
- Physical Computing ●●●●●●●●
- Digital Painting/Illustration ●●●●●●●●
- Motion Graphics ●●●●●●●●

SKILLS



- Photoshop
- Illustrator
- Sketch/Principle
- AfterEffects
- C4D



- Unity3D/Shader
- openFrameworks
- Processing/P5
- HTML/CSS/JS
- Arduino

ACTIVITIES

- May 2019
 Washington DC
the Holocaust Game Design | Residency
 United States Holocaust Memorial Museum
 Explore the potential of play and interactivity as support mechanisms for USHMM's "Americans and the Holocaust" exhibition.
- Jan 2019
 Boston, US
Reality Virtually | Hackthon
 MIT Media Lab
 One week hackthon on designing and prototyping VR/AR application for future immersive storytelling.
- Nov 2018
 Berlin, German & Paris, France
VR / AR Jam | Workshop
 Köln International School of Design
 10 Days workshop on quick ideation/prototyping on interplay between technology, storytelling, journalism and community.
- Jan 2018
 Gandi, India
Design For A Billion | Workshop
 Indian Institutes of Technology
 A cross-disciplinary workshop revolving around the implications and future of mass impact design in India.
- Jan 2014
 Cairo, Egypt
Safarni - Intercultural Children | Volunteer
 Cairo University x AIESEC
 Design diverse cultural experiences for local kids in slums; Helped organize daily activities with volunteers of different backgrounds and serve as videographer.