

William Wu

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Hello! I work with people, computation, and design thinking to make games, poems, MIDI controllers, and everything in between. I wonder how to reimagine programming as a creative process in today's world of graphical, physical, and spatial interfaces.

EXPERIENCE

MIT Game Lab

Lead 2 student researchers with Prof. Jacobsson & King to visualize character diversity in games · 2018

IDEO CoLab

Prototyped with Ethereum and embedded systems in electric vehicles for a future of urban mobility · 2017

Hasso-Plattner Institute

Researched haptics for mobile games using Unity, motion tracking, VR, and 3D printing · 2016

Concord Consortium

Made an educational multiplayer game and worked on a learnable chemistry simulation · 2012–2015

KTByte Computer Academy

Taught Computer Science to high-schoolers and built an online grading interface · 2014–2015

COMMUNITY

MIT Undergrad Association (Student Gov't)

Overhauled the UA's graphic identity, improved study spaces, and ran a makeathon · 2015–2019

Acton Boxborough IdeaLab

Founded a software makerspace for students to explore programming through projects · 2012–2015

EDUCATION

Massachusetts Institute of Technology

Digital Media Major, Design Minor · 2015–2019

Acton-Boxborough High School · 2011–2015

RECOGNITION

Council for the Arts at MIT – Grant Recipient

Built and showcased a multitouch pressure sensitive MIDI controller with support from CAMIT · 2017

MIT ProjX – Funding Recipient

Worked with a team to create a projection-mapped visualization of student time use at MIT · 2017

MIT Hacking Arts – 1st place

Collaborated with artists and engineers to recreate famous paintings in 3D, viewed through VR · 2016

Hack@Brown – 1st place

Develped a quick-to-play competitive multiplayer game controlled by smartphones, in 24 hours · 2015

IBM Watson Scholarship – Recipient · 2015

Siemens Competiton – Semifinalist

Researched peer grading in online courses, published and presented at Learning@Scale · 2013