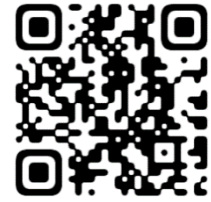


HONGJUN WU | 吴泓骏

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Latest Revision:
June 28, 2021



EDUCATION

Cornell Tech – Jacobs Institute, NYC, New York, United States Master of Science in Information Systems - Connective Media.	2021 - 2023
Cornell Tech – Technion Institute, NYC, New York, United States Master of Science in Applied Information Science.	2021 - 2023
University of Washington, Seattle, Washington, United States Bachelor of Art in Interdisciplinary Visual Art.	2017 - 2021

HONORS AND AWARDS

Merit-based Scholarship Cornell Tech	2021
Dean's List. The University of Washington	2017 - 2020
Young Artist Award. Cerritos Public Library	2017

ASSISTANTSHIPS

Circular Construction Lab Research Assistant
Cornell University - Cornell Architecture Art Planning (Cornell AAP)

Fall 2021 Supervisor: [Felix Korbinian Heisel](#)

CSE 416: Introduction to Machine Learning Teaching Assistant
University of Washington - Paul G. Allen School of Computer Science and Engineering

Spring 2019 AA

Professor: [Dr. Sewoong Oh](#)

Spring 2020 AA & AB

Professor: [Dr. Valentina M. Staneva](#)

Summer 2020 AA & AB

Professor: [Vinitra Swamy](#)

PUBLICATION

Journal

1. (Pending) *Why Not Brand Themselves? Roma of Greece, the Tourist Imaginary and Academic Tourism as a Platform for Social Justice*, *Journal of Tourism History*, T. Lagos, Y. Singh, A. Pace, E. Stone, H. Wu, H. Yan, S. Forbes-Luong. 2021.

Film

1. *Dazzle!*, University of Washington Animation Research Lab. 2021.

Game

1. *Super Fly*, University of Washington Reality Lab. 2021.

Editioned Print

1. *The Soul of the Sea*, Serigraphy, UW Print Association. Edition of 40. 2018.
 2. *Into the Sky*, Serigraphy, UW Print Association. Edition of 20. 2019.
 3. *Unreachable*, Serigraphy, UW Print Association. Edition of 30. 2019.
 4. *Interruption*, Serigraphy, UW Print Association. Edition of 50. 2020.
-

RESEARCH

Cornell Circular Construction Lab

2021 – Present

Software Developer

Supervisor: Felix Korbinian Heisel

- Developing a plugin for an architecture modeling software (Rhino), that evaluates the degree to which design solutions minimize extraction and waste in favor of reusable, recyclable and renewable material resources.

UW CSE Reality Lab

2020 - 2021

Virtual Reality Developer

Supervisor: John Akers

- Objective: Emergent VR Gameplay through Different Forms of Locomotion.
- Experimented with different forms of locomotion and movement within virtual reality to create new forms of gameplay and reduce the impacts of simulator sickness.

UW CSE Animation Research Lab

2019 - 2021

Lead Animator & Lead Hard Surface Modeler

Mentor: Jason Zayas

- “Dazzle!” is an animated film made by seven students and their mentors, in six months. My primary contribution to the production of the film is the animation in the film and most of the static prop modeling.

UW “RefuTree” Research Group

2019 - 2021

Researcher

Supervisor: Dr. Taso G. Lagos

- Research on the Roma community in Greece, their struggles and situations in the present and the past, and work with the Hellenic Republic government to help resolve this issue, as well as raise public concerns on the minorities in Greek communities.
- Conducted and analyzed mass interviews (600+) on Greek citizens in Athens.

UW Aircraft Icing and Aerodynamics Research Group

2017 – 2020

Software Developer

Supervisor: Dean Dr. Michael B. Bragg, Dr. Christopher Lum

Mentor: Dr. Mohammad Reza Soltani, Dr. Kevin Ho

- Developed SOC control solutions in LabVIEW for hardware equipment at the wind tunnel for aerodynamics data acquisition and real-time analysis.

UW ATLAS Research Group in cooperation with CERN

2019

Machine Learning Scientist

Supervisor: Dr. Shih-Chieh Hsu

- Utilize modern machine learning techniques to help with analyzing big data generated at the ATLAS experiment to search for long-life particles and dark matter at CERN.
-

INVOLVEMENTS

University of Washington School of Art Link Space 2019 - 2021

Monitoring Specialist

Supervisor: Kim Van Someren

- Assist students in the art department in using professional equipment.
 - Monitor a studio room where students can work on their independent projects.
-

University of Washington School of Art Printmaking Organization 2018 - 2021

Graphic Artist

Supervisor: Claire M. Cowie

- Design and produce editions of prints, using different printmaking techniques.
 - Participate in the UW Print Sale, held twice a year, every autumn and spring.
-

FIRST Robotics Competition Team 4415 – EPIC ROBOTZ 2014 - 2017

Co-Founder, CEO

Mentor: Dal Brandon, Paul Devries, Dan Rupprecht, Don Long, et al.

- Co-founded & led a [team](#) of 40 students and 20 mentors to compete in the FRC.
 - Proficient in computer-aided design and manufacture, and industrial design.
-

Swift Programming Language Coding Association 2016 - 2017

Chairman

Mentor: Jim Parsons

- Organized a club of 20 students and taught how to code using the Swift language.
 - Successfully turned the club into an actual intro to programming on iPad class after two years working with a teacher.
-

Model United Nations – Surf City Conference 2015

Representative

- Speaker representative for Iceland in Huntington Beach HS MUN.
- Topics include safety regarding nuclear power plants around the world, as well as the world's relation with DPRK on the topic of nuclear weapons.