

Suen King San, Samuel

Hybrid Interactive Programmer/Designer, Media Artist

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PROFESSIONAL EXPERIENCE

Interactive Designer and Programmer, Observatory Design London

August 2022 - October 2023

- Full-time designer and programmer.
- Worked with world-famous musicians or bands such as The Prodigy and Andy C.
- Lead programming team for creating Mitsubishi AR web
- Create AI art (Stable Diffusion) for clients
- Generated ideas for experimental projects with sensors and new technology (such as motion capture suits).
- Developed workflows for content creation and 3D implementation.
- Conducted research on new technology/ production trends.

Interactive Designer, 430

August 2019 - January 2022

- Full-time designer and programmer.
- Worked with company such as OutBack, BCG, Lohas
- Lead programmer in large-scale interactive commercial projects for clients.
- Set up media servers for projects for clients.
- Conducted on-site projection mapping.
- Experimented with sensors and conducted research with new technology (Leap Motion, Kinect, Laser Projection).
- Brainstormed weekly for creative meetings.

Programmer in Unity 3D and UI/UX Designer, ARAMM

September 2017 - March 2018

- Internship programmer at a German AR startup.
- Created a phone application with Unity 3D that aims to guide travelers in understanding the history of Luneburg, Germany.
- Conducted app testing and debugging.
- Provided suggestions for code improvement.

SKILLS

Unity 3D

Unreal Engine 5

TouchDesigner

C#, Python

HTML, CSS, Javascript

Projection Mapping (Resolume)

AI art generation

DAW (Digital Audio Working Station)

LANGUAGES

English (Ielts 7.0)

Mandarin (Fluent)

German (A2)

Cantonese (Native)

EDUCATION

City University of Hong Kong and Leuphana University, Germany, Double Degree in Creative Media and Digital Media

September 2014 - May 2019

- Joint degree program (Double Degree) organized by City University of Hong Kong and Leuphana University, Germany.
- Specialized in game programming (Unity), Art Theory, and Critical Theory.
- Graduated with a BA in Digital Media from Leuphana University, Germany.
- Graduated with a BAS in Creative Media with a CGPA of 3.46, second honors (City University of Hong Kong).

PROJECTS @ Observatory Design

Mitsubishi – AR web application

2022

- Responsible for design and programming.
- Implemented UI/UX design using 8th Wall.
- Coded with HTML, CSS, and Javascript.

The Prodigy – Visual content for music concert

2023

- Brainstormed and created VJ content for a live show.
- Utilized Unreal Engine 5 and AI art (Midjourney, Stable Diffusion) to produce stunning and captivating visual effects.
- Produced high-quality content within a short timeframe (within a month).

PROJECTS @ 430 Limited

Kerry – Interactive experience for show flat

2020 - 2021

- Designed media and interactive displays (touchscreens) for a show flat.
- Set up a media server using Python and TouchDesigner to ensure smooth 24/7 operation.
- Responsible for on-site projection mapping.

Lohas – Interactive game

2019 - 2021

- Created an interactive game for a 10m tall LED wall in a shopping mall.
- Leveraged color detection and posture recognition technology.
- Responsible for programming, game design, and on-site setup

OutBack – Projection mapping

2018 - 2019

- Responsible for projection mapping using Resolume and on-site media server setup.

BCG – Generative art

2018

- Created motion tracking algorithmic art using Unity 3D and Python (OpenCV).
- Designed and combined Chinese landscape painting with algorithmic art.
- Experimented with sensors such as depth cameras and infrared motion sensors.
- Responsible for programming, sensor calibration, on-site setup, and remote maintenance.