

Danli Hu

Creative Technologist
Multimedia Designer

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Personal Statement

I interconnect digital and physical, the virtual and the real. I consider the creation processing as interpreting an input to an intuitive and innovate output. Using technology and coding as tools, I create positive and poetic interactive experience from digital territory to the physical world and provoke thinking.

Professional Experience

Part-time Faculty - Fall 2017
Parsons School of Design , NY

Taught Creativity and Computational Lab, a required first-year course in the MFA Design and Technology program. Curriculum covers Arduino, JavaScript and openFrameworks.

Creative Tech Intern - Summer 2016
Eyebeam , NY

Assisted creative residents for project fabrication and equipment use. Maintained and operated various digital fabrication machines including laser cutter, 3D printer and CNC router.

Bootcamp Faculty - Summer 2016
Parsons School of Design , NY

Teaching fellow of the Code section of Bootcamp, an intensive three-week preparatory program for the incoming Parsons MFA DT candidates. Curriculum comprised an introduction to programming using Processing.

Education

MFA Design + Technology , 2015 - 2017
Parsons School of Design , NY

BA Digital Media Design , 2011 - 2015
Beijing University of Technology , BJ

Core Competencies

Creative Coding
Physical Computing
Creative / Critical Thinking

Skills / Tools

Coding:

openFrameworks (C++)
Arduino / Physical Computing
Processing (Java)
Cinder (C++)
JavaScript

Design:

Adobe Creative Suite
Rapid Prototyping
Fabrication
Problem Solving
Detail Oriented

Exhibitions / Honors

First Price of Creative Technology
NYC Media Lab 17 Summit , 2017

Award of the Most Innovative
A+E History Hackathon , NYC Media Lab , 2015