
Canace (Yiran) Chen

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Education

University

University of the Arts London 2021-2025 (London, United Kingdom)

Major: BSc (Hons) Creative Computing

Course work:

IU000120: Creative Making: Art and Artificial Intelligence

IU000119: Critical Studies: Computational Ethics

IU000118: Coding Five: Approaches to Machine Intelligence

IUDPS000: Diploma In Professional Studies CCI

IU000117: Creative Making: Big Data, The Self and Social Platforms

IU000116: Computational Practices: Visualisation and Sensing

IU000115: Coding Four: Collaborative App Development Studio

IU000114: Creative Making: Experimental Human Computer Interaction

IU000113: Critical Studies: Network Thinking

IU000112: Coding Three: Web Development Studio

IU000111: Creative Making: Experience and Physical Computing

IU000110: Computational Practices: Sound and Image Processing

IU000109: Coding Two: Data, Maths and Methods

IU000108: Creative Making: Design and Coding Visuals

IU000107: Critical Studies: A History of Computing and Computational Creativity

IU000106: Coding One: Introduction to Creative Computing and Coding Practice

Australian National University 2021-2025 (Canberra, Australia)

Major: BA (Hons) Advanced Computing (withdrawn)

Course work:

DESN2010: Creative and Critical Technology

COMP1130: Programming as Problem Solving (Advanced)

MATH1115: Advanced Maths & Applications 1

MATH1005: Discrete Mathematical Models

Work Experience

George P. Johnson UK 2023-2024 (London, United Kingdom)

Junior Creative Technologist

Projects:

DP World at COP28 UN Climate Change Conference 2023 (Dubai, UAE)

Global Café: I worked on the ideation and user journey.

Solar Mama: I worked on the interaction design, UX, and user journey.

Coral-Vita: I worked on the initial ideation, interaction design, UX and testing.

Website: [COP28 UN Climate Change Conference 2023 – Canace's blog](#)

Cisco at Cisco Live 2024 (Amsterdam, the Netherlands)

Cisco Live Circuit Challenge: I worked on the ideation, interaction design, testing and on-site execution.

Cisco Networking Cloud Puzzle: I worked on the ideation, game design, UI design, testing and on-site execution.

Website: [Cisco Live 2024 – Canace's blog](#)

Starbucks at Starbucks Alshaya MENA Launch 2024 (Dubai, UAE)

Powerful Plants: I worked on the pitch, interaction design, UX and graphics.

Regional Routes: I worked on the pitch, sensor-system, interaction design and UX.

Website: [Starbucks Alshaya MENA Launch – Canace's blog](#)

Booking.com at Click.24 (Amsterdam, the Netherlands and Miami, USA)

Make a Splash: I worked on the ideation, user journey, and testing.

Sport Arena: I worked on the ideation and user journey.

Website: [Booking.com Click.24 – Canace's blog](#)

Projects

ual: CollabHub (Awarded 2nd place in UAL Creative Computing Institute Hackathon) 2024

A web app encouraging interdisciplinary collaborations and knowledge exchange among students.

Animal Biscuits (Exhibited in MERAKI art Exhibition in Brisbane, Australia) 2024

A multi-sensory AR animation unfolds as the viewer scans the photo with the app.

SafeVibe (European Innovation Academy EIA, at the Universidade do Porto) 2023

A safety bracelet designed for live events that does not rely on additional devices or internet.

Cone-conscious (Awarded 3rd place in Microsoft MakeCode Game Jam) 2022

A pixel game with adjusted colour palette to raise awareness about colour blindness.

Skills

Programming/wireframe: Python, JavaScript, Swift, Processing, Arduino, Strudel, HTML5, CSS, Intuiface, Figma

Digital graphics: TouchDesigner, Adobe Suite (Photoshop, Illustrator, After Effect), Procreate

3D modelling: Matrix 9, Rhino

Language: Mandarin, English

Volunteer/Community Experience

Volunteer member of AI Hackathon London 2023

Volunteer member of Crime Stoppers Queensland Limited (CSQL) 2018-2021