

Selected Projects

This Reminded Me Of You2026

Interactive 3D browser-based experience on a touch display · dimensions variable

A virtual room of book recommendations where visitors can browse, read, or contribute.

Tools Unity3D, SolidJS, Supabase

Oshi-Gokko2025–Present

Full cocktail cabinet arcade machine

Tools Unity3D, Defold, Fusion360 · Collaborators Kai Cheng, Mat Olson, Kitty Guo

The Exotic Dancer Magazine Archive2026

Exhibit installation · 14-ft interactive display, two 50" touch displays

An interactive archive commemorating over 30 years of ED Magazine, charting the evolution of the adult nightclub industry and its relationship to politics and culture.

Tools SolidJS, Windows shell scripting

The Futures We Tend2025

Four-channel interactive video installation · custom software, touchscreens (16:9), LED display (16:10), wood crate, generative audio

An orchard comes to life across four linked screens, where an action in one ripples into the others: visitors pollinate the orchard, respond to a prompt on reclaiming space, harvest the community's answers, and read them back on a screen mounted in an apple crate.

Tools Unity3D, Wwise, SolidJS, Ollama, Fly.io

Community Canvas2024

Interactive web-based platform · custom software, 3D geospatial rendering · dimensions variable

A web-based platform for planning public spaces in 3D, supporting NYC's participatory budgeting process: visitors place 3D assets from a library onto a rendering of their neighborhood.

Tools Unity3D, Snapdragon Spaces SDK, Cesium, Google Geospatial, Mapbox GL JS, Three.js, Vue.js, Amazon S3, Figma

Transcending Boundaries2023

Interactive digital installation · custom software, touchscreen, database-driven content system · dimensions variable

An interactive globe showing how UN entities collaborate with local communities worldwide, organized by topic; visitors tap a subject or a pin to read about the humanitarian work.

Tools Unity3D with a NocoDB online database, Figma, Photoshop

Installations & Presentations

- Aug 2026

Erotic Heritage Museum

The Exotic Dancer Magazine Archive — Las Vegas, NV
- 2026

NYC Summer Streets

This Reminded Me Of You — June–September, Murray Hill, Long Island City, Midtown, East Harlem & Mosholu Parkway routes, New York, NY
- Jun 2026

SUPR OMEN

Whale -ECHOES-, projection-mapped interaction (Unity3D, HeavyM, sensors & buttons), created with Riho Hagi, Nanae Itoi & Kanami Kusajima, Brooklyn, NY

2026	The World's Borough Bookshop This Reminded Me Of You — Jackson Heights, Queens, NY (ongoing)
Jan 2026	MAGFEST — Indie Arcade Oshi-Gokko — National Harbor, MD
Oct 2025	KIN Festival, presented by Kinfolk Tech The Futures We Tend — WSA, New York, NY
Summer 2025	CHAUHAUS × SUSHIDELIC NPC Mashi & Kaisokuzushi — installations for food, art, and tech popup, New York, NY
Jan 2025	MAGFEST — Indie Arcade Oshi-Gokko — National Harbor, MD
2025–	Wonderville Oshi-Gokko — permanent arcade installation, Brooklyn, NY
2024	MIT Reality Hack Community Canvas (AR-glasses prototype) — Cambridge, MA
2023	United Nations Visitors' Lobby Transcending Boundaries — New York, NY

Awards & Grants

2026	Andy Warhol Foundation Grantee for This Reminded Me Of You
2026	Korea Art Forum — Shared Dialogue Shared Spaces Fellowship for This Reminded Me Of You

Academic Appointments

2024–2025	Adjunct Faculty of Digital Design, New York Institute of Technology New York, NY — Human Computer Interaction Design (ARTI-602): instruct UI/UX students on using game engines and electronics for rapid prototyping across tangible and intangible interfaces.
------------------	---

Creative Technology & Research

2025–	Senior Design Technologist, Kinfolk Tech New York, NY — building prototypes and testing new apps
2024	Creative Technologist (Contract), National Museum of Mathematics New York, NY — led exhibit development for the museum's new floor space, modernizing tech stack
2022–2024	Graduate Researcher, New York University New York, NY — prototyped educational games exploring electronics education through play, contributing to NSF-funded research published at ACM Creativity & Cognition 2024
2021–2022	Augmented Reality Developer, Eukarya Inc. New York, NY — prototyped location-based AR app for training flood evacuation first responders in Japan
2018–2020	Machine Learning Engineer, Recruit Holdings Tokyo, Japan — researched machine learning for enhancing low-resolution images, and software libraries for quantum annealing; published in IEEE Transactions on Computers

Education

2022–2024	M.P.S., Interactive Telecommunications New York University, Tisch School of the Arts
2014–2018	B.A., Physics, Astronomy & Japan Studies — Magna Cum Laude Amherst College