

Yujun/Katherine Chen

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Research Interests

Human-Centered Real-Time Systems; Embodied Interaction, Ambient Sensing & Somaesthetic Design; Generative Art, Audiovisual Systems & Virtual Production

Education 2024–

Arizona State University, Doctor of Philosophy in Media Arts and Sciences

Researcher at The Imaging Lyceum; PhD Advisor: Prof. Suren Jayasuriya

2015–2019

DePaul University, Master of Fine Art in Film

GPA 3.79/4 MBA: Operation Management, Marketing

2013–2015

Hong Kong Baptist University, Bachelor of Cinema and Television

Relevant Coursework: Mass Communication; Media Research Methods

2011–2013

Hong Kong Baptist University, Teaching English as a Second Language
(Transferred)

Research Experience

PhD 2024 –

Ephemeral Echoes — Embodied Ecological Visualization

Studied how gesture-driven interaction with generative point clouds (Kinect/RealSense) can evoke ecological awareness and reflection on human agency.

Audiovisual Cosmic Journeys — Sound-Driven Generative Performance

Investigated how audio-visual mappings (TouchDesigner, MIDI) shape perceptual focus and affect; developed a testbed for studying mapping grammar and performer agency.

Interactive Dimensions — Gesture Semantics Across Sensors

Conducted a comparative Research-through-Design (RtD) study analyzing how different motion sensors (Kinect, Leap Motion, MediaPipe) reconfigure gesture semantics and authorship.

Garden / Flora (in progress) — Ambient Sensing as Legible Co-Author

Developing a responsive environment (Arduino/Raspberry Pi sensors) to explore design patterns for legible, collaborative ambient sensing in ecological visualization.

Machine Learning and Pattern Recognition, Synthesis (theoretical research)

Synthesizing concepts from information theory and philosophy of mind to articulate a framework for preserving human authorship in ML-driven interactive systems.

Master 2017

Wuxia to Kung Fu: Evolution of Hong Kong Action Cinema under Shaw Brothers

Conducted archival research on Shaw Brothers Studio's evolution (1920s–1980s) and its influence on martial arts cinema. Presented findings at a graduate symposium.

2016

DePaul University, College of Computing and Digital Media

Compiled a database (95+ articles) on diversity's impact on box office revenue and authored 10+ reports on global film distribution. Researched narrative frameworks for script coverage, analyzed 50+ films, and piloted 20+ projects to integrate research insights into practice.

Undergraduate 2015

Copyright Awareness and Media Download Behavior among Students in China

Designed and administered a questionnaire on media piracy; analyzed data in SPSS and produced a report on the evolution of Chinese copyright policy.

2014

Auteur Theory and Cinematic Styles Analysis

Applied qualitative methodologies to analyze auteur theory, comparing the cinematic styles of Bergman, Bresson, and Billy Wilder. Analyzed the narrative function of color in Zhang Yimou's *Red Sorghum*.

Interactive Installations 2025

Ephemeral Echoes [[Video Preview](#)]

A four-window installation that visualizes the dissolution of bodily presence into a marine environment using depth tracking.

Algorithmic Gestures [[Video Preview](#)]

Uses MediaPipe hand-tracking to turn gestures into real-time algorithmic commands that transform geometric structures.

Liminal Tide [[Video Preview](#)] [[Video Preview](#)]

A four-window generative installation where Leap Motion hand-tracking controls fluid simulations of ocean cycles.

Air Guitar / Air Keyboard [[Video Preview](#)] [[Video Preview](#)]

A performance system using MediaPipe and Unity 3D to translate hand gestures into virtual guitar/Keyboard sounds and visuals.

Embodied Fields [[Video Preview](#)]

A live A/V system using MediaPipe full-body tracking to map a performer's motion to sound synthesis and a 3D avatar.

Audiovisual Systems 2025

Audiovisual Cosmic Journeys [[Video Preview](#)] [[Video Preview](#)]

An 11-minute real-time A/V performance in TouchDesigner translating MIDI/audio into generative space-inspired visuals.

Generative Arts 2025

Surge 涌(Yong) [[Video Preview](#)]

A GLSL-based fluid simulation in TouchDesigner visualizing the continuous transformation of virtual matter driven by turbulence.

Luminous Currents 光流 [[Video Preview](#)]

A real-time fluid simulation exploring the behavior of digital energy as it flows, collides, and dissolves in a feedback field.

Transient Plexus 瞬息之网 [[Video Preview](#)]

A generative visualization of fleeting connection, where particles weave transient networks that appear, fracture, and fade.

The Garden 浮生之庭 [[Video Preview](#)]

A generative point-cloud environment that constructs an ever-evolving digital ecosystem of light and motion.

Reconstruction Series [[Video Preview](#)] [[Video Preview](#)] [[Video Preview](#)]

Reconstructs real environments (like a forest) into fragmented digital terrains using 3D scanning and point clouds.

Interactive Applications 2025

MovieBot [[Live Demo](#)] [[Video Preview](#)]

A multimodal chatbot integrating IMDb recommendations, sentiment analysis, and image processing, built with Streamlit, nltk, and OpenCV.

Film Experience 2020

Dust in the Wind [[video preview](#)]

Official Selections: Orlando International Film Fest, etc. (9 in total)

Finalist: Wales International Film Fest, Cyprus International

Award Winner: Tripvill International, Independent-Star Munich

2019

Bury [[video preview](#)]

Official Selections: Rolling Ideas, Reel East Texas, etc. (4 in total)

Finalist: Rome Prisma Film Awards

2019

Promise Me [[video preview](#)]

Official Selections: San Francisco Short, etc. (7 in total)

Semi-Finalist: BLASTOFF

Award Winner: Falcon International Film Fest

2018

Memories [[video preview](#)]

Official Selections: Vegas Cinefest International Fest, etc. (6 in total)

Semi-Finalist: AltFF Alternative, Blow-Up Arthouse, etc. (3 in total)

Award Winner: Feel The Reel International Film Fest

2018

The Sword in Qin [[video preview](#)]

Official Selections: Bharat International Film Fest, etc. (6 in total)

Semi-Finalist: ShanghaiPRIDE Film Festival

Award Winner: India Film Fest, WorldFest-Houston, etc. (3 in total)

Employment 2024-2025

The Imaging Lyceum Research Assistant

Developing visual computing curriculum materials, usable demos, and instructional videos to support NSF-funded IUSE projects.

2023-

Yalong International Senior Manager, Mobile Game Distribution

Led game distribution projects on platforms like Bilibili and TikTok, optimizing for industry trends and user needs.

Refined strategies based on user requirements to enhance business outcomes and stay ahead of industry shifts.

2021-2023

Ernst & Young EY wavespace™ Videographer, Editor, and Designer

Spearheaded video projects for clients like Shiseido, Dow, and Dior, transforming visions into visual narratives.

Directed high-quality forum and event productions, including the Smart Customer Service Experience Innovation Forum [[video preview](#)] and the China International Import Expo (CIIE) [[video preview](#)].

Led in the Metaverse Lab [[video preview](#)], aiding clients in embracing the decentralized Metaverse and Web3 economy.

2020-2021

Y-Platform (Multi-channel network) Producer

Crafted 30+ viral videos with premium content, amassing 7.2M TikTok followers and 4M Bilibili subscribers.

Streamlined coordination among crew, influencers, and clients like Peking University and People's Daily.

2017-2020

Homy Casa, Inc. Project Coordinator, Photographer

Liaised between Chinese factories and top US B2B clients like Amazon, Walmart, and Wayfair, driving sales through market analysis and enhanced marketing materials, including videos and catalogs.

2021

CCTV-10 (Sustainable Fashion & Health Tech Foundation) Media Operations Strategist

Championed the project, turning vision into reality through adept media management.

2016

Stagecoach Entertainment Script Reader

Analyzed scripts, offering coverage of critical elements and pinpointing potential hits for varied audiences.

2015

Phoenix Satellite Television Documentary Director

Directed and edited documentaries, ensuring compelling narratives and top-tier production quality.

2015

Xiamen Television Station News Director

Delivered news content from ideation to broadcast, ensuring cohesive storytelling and high-quality production.

Teaching & Mentoring 2015

2013

Artist Coach/Arts Portfolio Mentor

Art Teacher Volunteer at Daping Primary School, Dayi Town, Wangmo County, Guizhou

2013

English Teacher Intern at Zhuhai Third Primary School, Guangdong

Technical Skills

Audio & Sound Design

Audition; Pro Tools

Visual Programming

Max/MSP/Jitter

TouchDesigner

Programming Language

Python; C++; Java;

JavaScript

3D & Real-Time Engines

C4D; Blender

Unreal Engine; Unity

Video Editing & VFX

Premiere; Final Cut Pro

DaVinci Resolve;

After Effects

Web Design

CSS; HTML

Design Tool

Photoshop; Procreate;

Illustrator; InDesign;

Spline; Mental Canvas

Language

English: Fluent; **Mandarin:** Native; **Taiwanese:** Native; **Cantonese:** Fluent;

Spanish: DELE Spanish Diploma-Level A2