

# Shih-lien Eugene Yen

Visual Artist / Interactive Media Designer  
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I design with imagery, motion, and mystery to connect with the participants. I embed media across global locations to create and revive memories. My work takes the form of animated portraiture or landscape built upon hybrid mediums and game mechanisms. They are reflections of a world in heteroglossia. At other times, they become the blueprint of a reality where making change through artistic expression is possible.

## Education

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California Institute of the Arts, MFA, Interactive Media for Performance & Integrated Media (2018)  
National Chengchi University (Taiwan), BA, Radio and Television Communication GPA 4.0 (2008)

## Teaching

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### USC, School of Dramatic Arts (2021- )

Projection Design Mentor                      MFA Rep Spring Productions: Motherf\*\*ker with the Hat, Pipeline

### CalArts (2015-2020)

Christopher Barreca	Guest Reviewer: Scenic Design Graduate Portfolio Critique
Hillary Kapan	Guest Lecturer: AR + Metamedia
Ellen McCartney	Guest Lecturer: D&P Foundations - Intro to Interactive Media
Lewis Klahr	Teaching Assistant: Intro to Personal Filmmaking
Peter Flaherty	Teaching Assistant: Video Seminar, Intro to VR
Daniel Jackson	Teaching Assistant: Real-time Interactive Tools
Mona Heize	Teaching Assistant: Interpreting Strategies for Plays
Jackson Campbell	Teaching Assistant: Isadora, Jitter

### Taipei, Taiwan (2004-2015)

Guest Lecturer	NCCU, Undergrad Thesis: Motion Graphics & Animation
Guest Lecturer	NCCU, Graduate Thesis: Post-Production Workflow
Chairman	NCCU - AVLAB
Teaching & Technical Assistant	NCCU - AVLAB: Equipment Technical Learning Workshops

## Game & Experience Design

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### Niantic, Inc.: INGRESS (2018 - 2021) Graphics & Look Development Artist

Art & Concept:	Visual Design, Motion Graphics, Video Post-Production, Swag Crafting.
Experience Design:	Puzzle & Quest design, Game Master, Tabletop AR-RPG Prototyping.
Narrative Creation:	Alternate-Reality Game Building, in-Fiction Community Management.

*The Tessellation Event & Nemesis Sequence* (2019.08 – 2020.08)

A global puzzle hunt centered on the cross-dimensional INGRESS ARG.

## Installation

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### **Islands / Seom (2017 - 2018) - SiggraphAsia Tokyo; INDIECADE; Slamdance DIG; CalArts Expo**

An AR & world simulation experience about extending our existence.

Creative Director, AR Programmer, & Motion Graphic Artist.

### **I am the Composite of You (2016 - 2018) - 11th CYFEST, St Petersburg, Russia; CalArts Expo**

A digital portrait puzzle of personal connections and identity.

Solo project.

### **Monuments of Being (2017) - Digital Arts Expo, CalArts**

A VR experience of our departure over time.

Environment & 3D Artist.

### **Resonance: Journey to the Blue Temple (2017) - Digital Arts Expo, CalArts**

Branching narrative multimedia card game of 2 worlds at war.

Creative Director & Visual Artist.

### **Volacus (2016) - Wave Cave, CalArts**

A collaborative wishing pond.

Motion Graphic Artist, Interaction Design

### **Watched, but Not Seen (2016) - Digital Arts Expo, CalArts**

Automated tracking installation about surveillance and presence.

Motion Graphic Artist

### **Concourse of Messages (2016) - Vortex Dome, LA; Digital Arts Expo, CalArts**

A virtual union station where postcards come to life before their journeys.

Creative Director & Motion Graphic Artist.

## Video Design for Performance

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### **2020 Starman - Dir. IAMEVE**

A full dome celestial odyssey. 23rd Japan Media Arts Festival, Japan.

### **2019 Something About Heads - chor. Jinglin Liao**

Dancers living in a collapsed society become obsessed with 108 projection-mapped fake heads. CalArts.

### **2018 LA Zoo Lights: Pachyderm Projections - GES & Nightlight Labs**

5 Asian elephant sculptures are transformed through a projection mapping show. LA Zoo.

### **2018 Singularity Song - Dir. Rachel Mason**

Inspired by the physics of black holes, we journey into dimensions beyond. REDCAT NOW Festival, LA.

### **2018 Starman - Dir. IAMEVE**

Zeiss-Planetarium, Germany.

### **2018 Starman - Dir. IAMEVE**

Vortex Dome, LA.

### **2018 Fore! - Dir. Arnaud Meunier**

A new play inspired by the Oresteia. La Comédie de Saint-Étienne & Center for New Performance France.

### **2018 Wild Duck - Dir. Scarlett Kim**

An adaptation of Henrik Ibsen's play. CalArts.

**2017 Kaspar Kaspar - Dir. Scarlett Kim**

A car play of live dance-film laboratory. Pasadena Museum of California Art.

**2017 SATE Conference - T.E.A**

Themed Entertainment Association SATE conference reception & dinner. CalArts.

**2017 THE END, THE END, THE END... - Dir. Scarlett Kim**

Theatre collage of the labor of memory & survival by the exiles gathered in America. Edinburgh Fringe Festival.

**2017 Fore! - Dir. Arnaud Meunier**

La Comédie de Saint-Étienne & Center for New Performance LA, CalArts.

**2016 Oblivious - Dir. Jenapher Zheng**

Live action video game & performance. Hollywood Fringe, LA.

**2016 Five Seasons - chor. Kira Blazek**

Interactive dance performance inspired by the Chinese 5-fold elements. Sharon LUND Theatre, CalArts.

**2016 Nightwalk in the Chinese Garden - Dir. Stan Lai**

A site-specific performance at the Huntington Library. Center for New Performance LA.

**2010 The Cliffside 崖上風景 - Dir. Shih-lien Yen**

Inspired by a tragic event taken place in Sussex, UK. Taipei Fringe Festival, Taiwan.

**2008 Honk Again, I'll Kill YOU 再叭就幹掉你 - Dir. Zhiwen Zheng**

Taipei Incident - Experimental theatre Classic Remake. Taipei, Taiwan.

## Video Design Associate/Assistant & Crew

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2020 Beyond the Wound is a Portal - video assistant - Des. Carlo Maghirang - Dir. Haruna Lee

2020 SEED Project - video associate - Des. Lucy MacKinnon - The Public Theater

2019 Desert Flower - video assistant - Des. Christopher Barreca - Dir. Gil Mehmert

2018 A Christmas Carol - video associate - Des. Lucy MacKinnon - Dir. Michael Arden

2018 Turn Me Loose - video associate - Des. Christopher Barreca - Dir. John Gould Rubin

2016 House of Gold - video assistant - Des. Ting Zhang - Dir. Blake Harris

2015 Hamletmachine - video assistant - Des. Trey Gilmore - Dir. Brian Hashimoto

2015 Until, Until, Until... - video assistant - Des. HsuanKuang Hsieh - Dir. Edgar Arceneaux

2015 Second Body - video associate – 叁式 Ultra Combos Co. - chor. Chieh-hua Hsieh

Video crew for CalArts Theatre School Video Tech Team (2015-2018)

## Video Post Production

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**I-VIEW Post-Production Company (2010-2015)**

Compositor and VFX, motion graphic, rotoscope and retouching artist. Works include TV commercials, film opening sequence, and event videos.

TVC: Tenwow Tea Series / Honda CRV / Hyundai Elantra EX / IX35 / DHC / LEXUS

Film: opening sequence of feature film "Partners in Crime".

## Freelance Video (Editing) Artist

EDC Branding Opener (2018)	motion graphic	Director, animator
aw . ran . nyoosh (2018)	feature film	Compositor
Les A.M.O.U.R.S. (2014)	feature film	Director, Writer, Editor, Animator
The Bread Tree (2013)	music video	Director, Animator
The Forgotten Kid (2012)	short film	Retouching Artist
Princess 56 (2012)	short film	Retouching Artist
ELLE Ipad Specials (2012)	openers	Animator
Franz Award (2010)	web promo video	Director, Animator
Franz Award (2009)	event opener	Director, Animator

## Voice Over (2012 - 2018)

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Vitara / Ford New Mondeo / Mazda / Hyundai IX35 / Elantra EX / Mitsubishi Motors / Toyota / Hitachi  
JP Morgan / Taishin Bank / TStar Telecom / FarEastone / Sony Xperia / Leotek LED / China Oel / Quaker  
A.Mart / 3M Glue / Great Day Instant Soup / McDonald's / My Days On Earth (documentary)

## Other Collaborations (2015 - 2018)

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Javanese Ensemble - Dir. Walujo Djoko - Saron Peking, Saron, singer.  
Javanese Ensemble - Dir. Sean Hayward - Saron Peking, Saron.  
Burat Wangi (Balinese Ensemble) - chor. Nyoman Wenten - dancer, Kelinang  
Burat Wangi (Balinese Ensemble) - chor. Nanik Wenten - dancer

## Awards / Honors

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2020 Starman - Festival Platform Award, 23rd Japan Media Arts Festival  
2018 Islands/Seom - Emerging Technology: VR & AR, SiggraphAsia Tokyo, (featured exhibit)  
2018 Islands/Seom - INDIECADE – Night Games, (featured exhibit)  
2018 Islands/Seom - Slamdance DIG (Digital Interactive Gaming) Festival, (featured exhibit)  
2018 Islands/Seom - Excellence in Creative Technology Award - Santa Clarita Valley Business Journal  
2018 Starman - 12th Fulldome Festival, Germany, (nominated)  
2018 I am the Composite of You - CYFEST St. Petersburg, Russia, (featured exhibit)  
2017 THE END, THE END, THE END... - Amnesty International Freedom of Expression Award, (longlisted)  
2017 THE END, THE END, THE END... - Drayton Arms Eddies Award, (nominated)  
2016 Concourse of Messages - Art Gallery Selection, SiggraphAsia, Macau, (selected)  
2007 Outstanding Graduating Award, National Chengchi University - top 5% academic excellence.

## Proficiency

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- After Effects, Premiere, Photoshop, Illustrator, Cinema4D; Sketch; Corel Painter; Autodesk Flame
- Isadora, Resolume Arena, QLAB
- Unity3D, Lens Studio; C#, python (intermediate)
- Google Suite, MS Office, MindNode
- Slack, Asana, JIRA; Discord, Vanilla Forums, Telegram.
- Mandarin (native), English (fluent), Taiwanese (conversational), French (conversational)

## References

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**Lucy MacKinnon**

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Visual Artist  
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**Scarlett Kim**

Director, Multimedia Artist  
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**Darwin Trey Gilmore**

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**Peter Flaherty**

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**Christopher Barreca**

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**Donovan Keith**

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**Chiaki Narusawa**

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