CHELLY JIN

I'm a designer synthesizing data, technology, and art to illustrate narratives through interactive multimedia and creative research. I believe in the application of design thinking and methodology to develop collaborative, innovative solutions.

Specializing in UI/UX, interaction design, data visualization, VR application, web development, and design research methods with a background in graphic design.

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SKILLS

Creative Coding
HTML & CSS
Javascript
Processing
p5.js

UI / UX
Sketch

Data Visualization
Tableau
Google Fusion Tables

Illustration and Image
Illustrator
Photoshop
Photography

Video
Premiere Pro
Cinematography
Production

Motion and 3D
After Effects
Cinema 4D
Maya

Virtual Reality
Unity
C#

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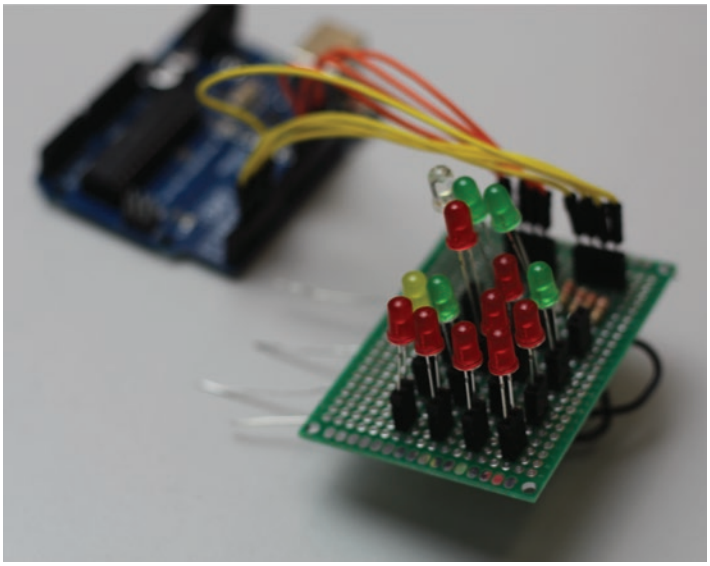

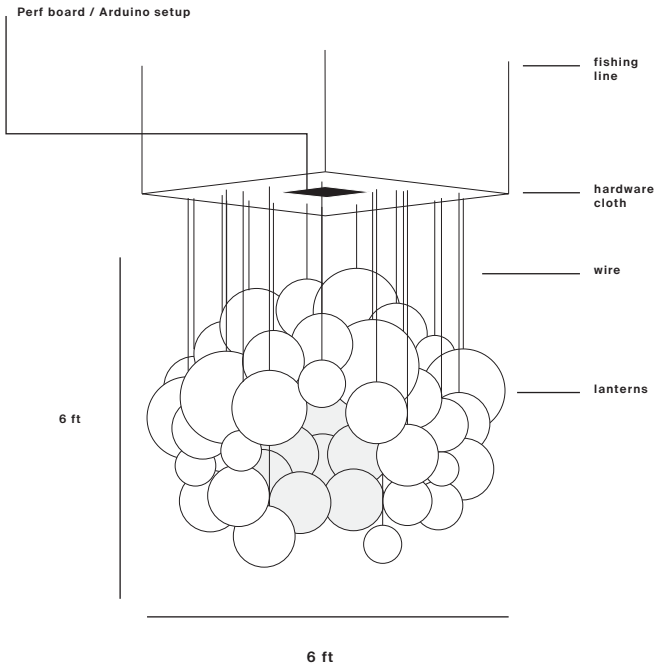

PROJECT
Senior Project Captsone 2018

TOOLS
Arduino, Processing, Installation making and hardware circuitry, Video editing in Adobe Premiere Pro, Book / print design on Adobe InDesign,

HYPNAGOGIA

Hypnagogia is the liminal state between consciousness and dream, a transitional flow that occurs in the mind. This installation and video piece illustrates the hypnagogic duality with lights orchestrated by her consciousness, using EEG brainwave sensors, as the artist reveals her subconsciousness, by reading aloud the dreams she's written down from the past six years.

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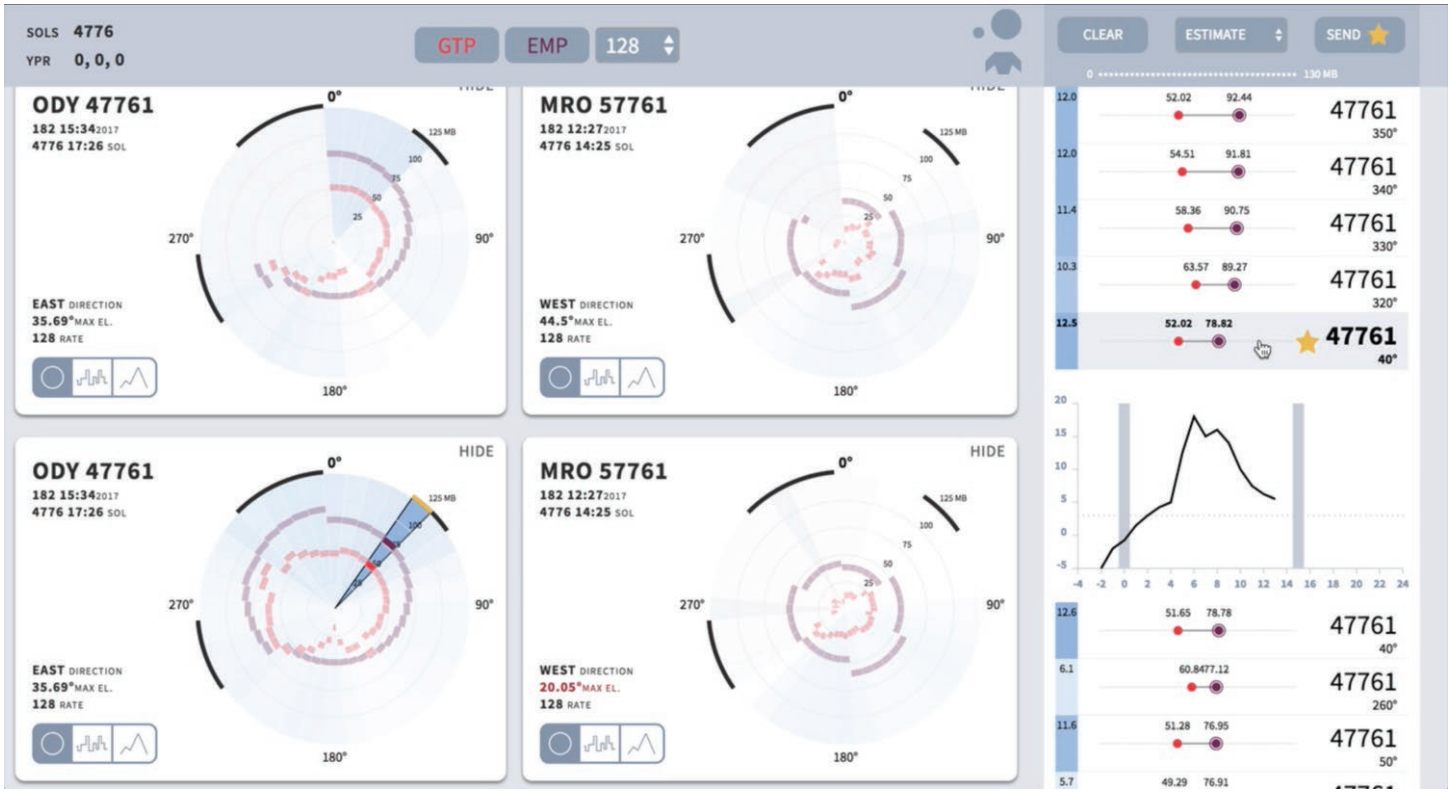

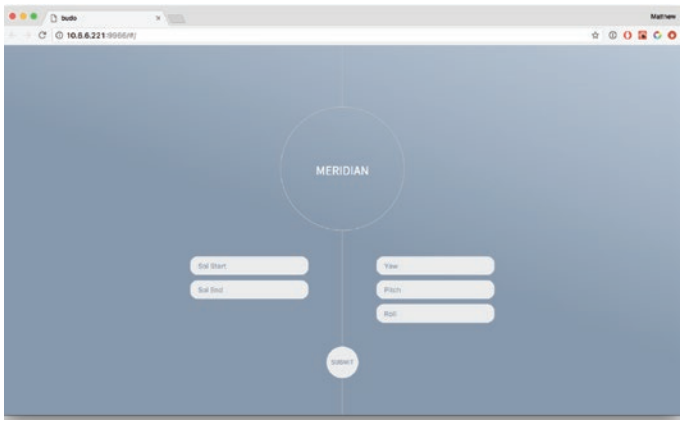

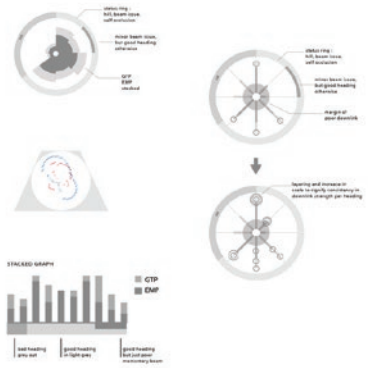

PROJECT
NASA Jet Propulsion Laboratory
Data Visualization Intern Project

TOOLS
Sketch , Adobe Illustrator,
Paperprototyping, Javascript

MERIDIAN

Telemetry data visualization system for NASA Jet Propulsion Lab's Mars Exploration Rover (MER) team for the rover, Opportunity. Meridian visualizes optimal orientations of the rover for the maximum available data transfer over time with decision-making tools.
Published in ACM CHI 2018, "Towards Design Principles for Visual Analytics in Operations Contexts"
Video: https://bit.ly/2IZnEuX Paper: https://dl.acm.org/citation.cfm?id=3173712

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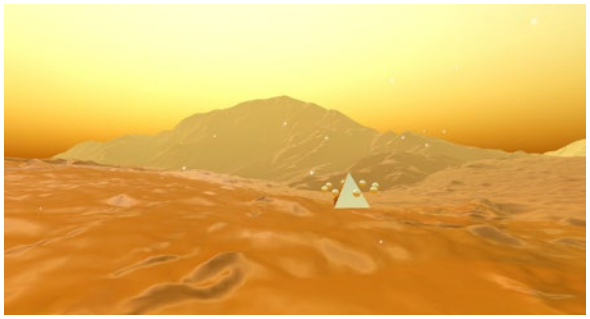

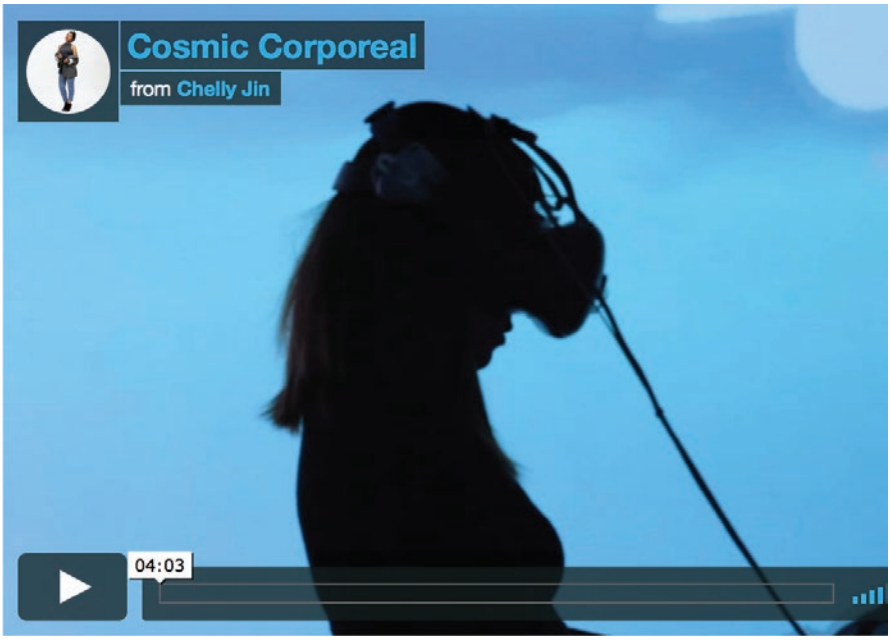

PROJECT
DMA Virtual Reality Class

TOOLS
Unity, Cinema4D, C#

COSMIC CORPOREAL

Cosmic Corporeal aims to simulate a somatic environment inspired by other planetary physics achieved solely through visual illusion and visual interactive feedback in Virtual Reality. Through revising the interaction between an avatar 3D model and the controller in real space, users may associate their hands with the 3D model to somatically feel a physical weight or density in the atmosphere around them. This work is not to replicate the exact astrophysics of outer space, but rather instigate potential research on visual illusion for somatic sensory experience using an exaggerated artistic interpretation.

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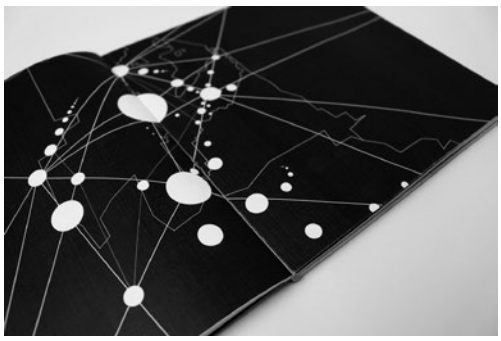

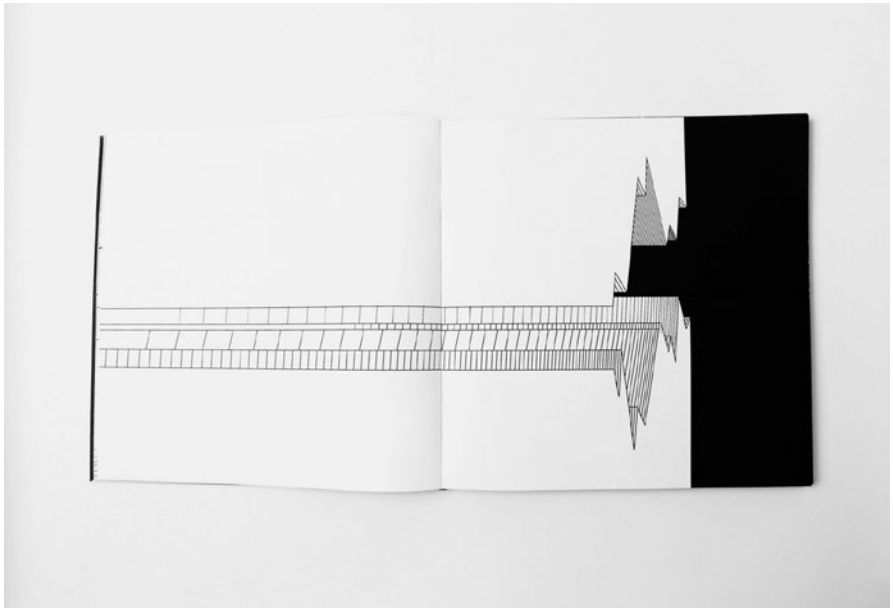

PROJECT
DMA Digital Drawing Class

TOOLS
Adobe Illustrator, Photoshop, InDesign

CHAOS

Six chapters of digital drawings exploring six essays by Rebecca Solnit illustrating concepts of the six different kinds of 'chaos' -- the chaos that erupts during the historical catastrophes of civil wars, personal anxiety, monoculture of Silicon Valley leading to property eviction, and censorship, as well as the government's violation of privacy as told by Edward Snowden. This book is filled with experimental illustrations of digital cartography, logo-design, and hand-drawing.