

# CHRISTINA LAN

*sound artist & coder*

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## EDUCATION

New York University

ITP/IMA Low Res MFA 2021

Duke University

Economics B.S. cum laude

## SKILLS

Design tools such as Photoshop, Illustrator & Figma

Editing & animation in After Effects, Premiere, & DaVinci

Programming in html, css, JS, ThreeJS, Node, Sockets, Git

3D modeling & virtual world-building in Blender & Unity

Fabrication & physical computing with Raspberry Pi & Arduino

Sound design techniques in sampling and modulation

## PROJECTS

### Map Libs

- Created a community web atlas of memory, images, and sound to commemorate the spaces that make Bronzeville a home

### Scrape.land

- Designed a digital graveyard within Unity that users can navigate with a physical interface, exploring the future of archiving and its relation to mortality and digital legacies

### Select DJ Work

- MOMA (Haegue Hang)
- Fourth World / Elseworld
- NTS (Bodywork)
- Lot Radio Residency

## PROFESSIONAL EXPERIENCE

### Freelance Developer & Technologist

- Build websites and applications with strong audio-visual interactions, providing front-end and back-end development

### Event and Merchandise Producer, Papi Juice

- Produce multiple releases of merchandise and organize events with 3000+ attendees, managing operations on-site

### Editor and Motion Graphics Designer

- Vice+
- MacMillian Publishing
- Neou
- BuzzFeed
- Matte Projects
- Wild Mint