

# Pepi Ng

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<https://www.poopsypepi.com/>

## Summary

- Multi-disciplinary Creative Technologist passionate about physical computing, interactive experiences and concept-driven creative work
- 4 years of professional creative experience
- WINNER of 2023 MIT Reality Hack Hardware track

## Experience

### Physical Computing Intern

Smooth Technology

Sep 2023 - Present (5 months)

- Researching different emerging digital technology tools, softwares and hardware
- Prototyping for various multi-disciplinary and physical computing projects, installations and experiences



### Research Assistant

Parsons School of Design - The New School

Aug 2023 - Present (6 months)

- Research + prototyped for physical computational projects
- 3D modelling, printing, casting, hardware
- Helped with art installation set-up at various art and gallery spaces



### Physical Computing Intern

Buoy Studio

Jun 2023 - Present (8 months)

- Prototyped, built interactive, physical installations and experiences for clients
- Led research initiatives on Machine Learning (ML) algorithms, Application Programming Interfaces (APIs), and Extended Reality (XR) technologies.



### Teaching Fellow

Giant Machines

May 2023 - Aug 2023 (4 months)

- Mastered HTML, CSS, Javascript, Flask, Python
- Created engaging learning experiences catered to diverse student needs
- Collaboratively designed and co-taught a Fintech-Focus course and a Web Development bootcamp



### XR Lab Assistant

Parsons School of Design - The New School

Sep 2022 - May 2023 (9 months)

- Led class workshops and consultations regarding XR technology (VR, AR)

- Researched and designed different XR experiences

## **Installation Artist**

GRACE EXHIBITION SPACE FOR INTERNATIONAL PERFORMANCE ART INC

Feb 2023 - Feb 2023 (1 month)

- Exhibited two of my original interactive installation pieces, "Execution" and "Build-Your-Own-Techno-Oriental World"

## **Creative Intern**

MOH Office for Healthcare Transformation (MOHT)

May 2022 - Aug 2022 (4 months)

- Led outreach events and created pitch decks
- Liaised with the Ministry of Education, mental health professionals, schools, vendors and organizations
- Led and conducted user research among youths
- Assisted with the UX design of two mobile and desktop platforms

## **Creative Intern**

Dentsu Isobar

Nov 2020 - Aug 2021 (10 months)

- Worked on Singapore's first virtual influencer
- Directed photoshoots and video shoots.
- Created assets for magazines, newspapers, AR Filters, social media and NFTs.
- Collaborated with big influencers and brands eg. Nike, Razor, Kim Robinson.
- Designed pitch decks for Coke, Mobile Legends, Standard Chartered Bank.

## **Education**



**Parsons School of Design - The New School**

Bachelor of Fine Arts - BFA, Design and Technology

Aug 2021 - May 2025

## **Skills**

C++ • Machine Learning • Rapid Prototyping • Teaching • Web Development • Python (Programming Language) • Higher Education • Creative Coding • Physical Computing • 3D

## **Honors & Awards**

**Most Creative use of Quantum Technology- IBM's Quantum Design Jam - IBM x The New School**

Oct 2022

My team (Theingi Thann, Julia Daser and I) created an immersive experience combining music, water, projections and code to explore Quantum systems.

View more: <https://www.poopsyepi.com/asynchronous>

**Best in Hardware Track, Best in Technology Horizons for Human Interfaces and  
Grand Finalist - MIT Reality hack 2023**

Jan 2023

My team created a bluetooth jaw haptic device to create more immersive VR game experiences.

Learn more: <https://www.poopsyepi.com/i-llbyte>