

Wei-Fang Chang

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Video Designer & Interactive Media Technologist

Born and raised in Taiwan. Lives and works across Los Angeles, New York, and beyond.

EXPERIENCE

Installation Artist & Developer

@Onay Pl. / One to 13 Studio (Contracted)

Feb 2026 - present

New York, New York, United States

- Developing an interactive video installation for an upcoming exhibition at Onay Pl., a space founded by Nay Huang, who runs ONE TO 13 Studio, a fashion fabrication studio in New York City. The work integrates a custom camera system with development in TouchDesigner to create an uncanny experience that interacts with garment designs.

Video Designer & Developer

@LuxuryLogico (Contracted)

June 2025 - October 2025

Museum of Contemporary Art, Taipei, Taiwan

- Designed video content and developed a synchronized TouchDesigner rendering system for [Solar XI](#), a 301-screen installation, as part of LuxuryLogico's solo exhibition, *Cosmic Sketches*, at MoCA Taipei.

《日光域XI – 台北當代藝術館》, 宇宙寫生個展, 豪華朗機工

TouchDesigner Developer

@NightLight Labs (Contracted)

May 2024 – August 2024

Los Angeles, California, United States

- Developed modular UI components in TouchDesigner for a major tech company's global campuses, including media playback, dynamic captions, and time display (pytz), integrated into a Remote Content Management System.

Theater Projection Designer

Self-employed

2022 –present

Los Angeles, California, United States

- Designed projection systems and visual content for 15+ theater and dance productions across the U.S., Europe, and Taiwan, integrating real-time video, live camera, and show control systems.

2025 [Heading into Night](#), European Tour: Durham, UK (Jul 23–25), Madrid, Spain (Jul 30), Edinburgh, UK (Aug 11–17)
(Dir. Beth F. Milles, Performed by Daniel Passer & Peter Marks)

2025 [Danton's Death](#), Walt Disney Modular Theatre, Los Angeles, U.S.A.
(Dir. Hunter Mahmoud Abal)

2024 [Heading into Night](#), Odyssey Theatre Ensemble, Los Angeles, U.S.A.
(Dir. Beth F. Milles, Performed by Daniel Passer & Peter Marks)

2024 [Closed Tomorrow](#), Associate Video Designer, CalArts Center for New Performance, Los Angeles, U.S.A.
(Dir. Wu-Kang Chen & Ruey-Horng Sun · Lead Video Design: Ruey-Horng Sun)

2024 [Materiality of Surrender](#), LA Dance Project, Los Angeles, U.S.A.
(Dir. Kim Dall'armi)

2024 [Echoes from the Uterus](#), Sharon Disney Lund Dance Theatre, Los Angeles, U.S.A.
(Dir. Giada Jiang)

- 2024 *Cueva del Coquí: Lullaby for a New Earth*, CalArts WaveCave, Los Angeles, U.S.A.
(Dir. Yara Colón)
- 2023 [A Dream Under the Southern Bough](#), Walt Disney Modular Theatre, Los Angeles, U.S.A.
(Dir. Duyoi (Zoë) Wang)
- 2023 [Accidental Death of an Anarchist](#), CalArts Ensemble Theater II, Los Angeles, U.S.A.
(Dir. Daniel Passer)
- 2020 [Cancer Space](#), Venue, Taipei Fringe Festival, Taipei, Taiwan 臺北藝穗節
(Dir. Ya-Jhen Bai)

Video Animator & Programmer

Self-employed

2020 – present

Los Angeles, California, United States

- 2024 [The Wedding Banquet Musical](#), Programmer, Taipei Performance Art Center, Taipei, Taiwan
(Dir. Gordon Greenberg · Lead Video Design: Hsuan-Kuang Hsieh)
- 2024 [Dance a Dance to Remember](#), Animator, National Taichung Theater, Taichung, Taiwan
(Dir. Wu-Kang Chen · Lead Video Design: Ruey-Horng Sun)
- 2024 [The Far Country](#), Animator, Berkeley Repertory Theatre, Berkeley, U.S.A.
(Dir. Jennifer Chang · Lead Video Design: Hsuan-Kuang Hsieh)
- 2023 [Tacos La Brooklyn](#), Animator, Latino Theater Co. at LATC, Los Angeles, U.S.A.
(Dir. Fidel Gómes · Lead Video Design: Hsuan-Kuang Hsieh)
- 2023 [Etta and Ella on the Upper West Side](#), Animator, REDCAT, Los Angeles, U.S.A.
(Dir. Monty Col · Lead Video Design: Hsuan-Kuang Hsieh)

Motion Designer

Self-employed

2019 – present

Taipei, Taiwan

- Designed 30+ commercial motion graphics videos for web UI and promotional content, serving clients including New Taipei Metro (public transit authority), EVA Air, National Taiwan University, Commonwealth Education Media & Publishing, Polish Design, Fourdesire, and Jun T. Lai Studio.

- 2022 [New Taipei Metro](#), Motion design for new branding and icon system, Taiwan 新北捷運
- 2022 [EVA Air](#), Motion design for Evergreen Marathon opening event, Taiwan 長榮航空馬拉松
- 2022 National Taiwan University Anthropology Museum, Exhibition promotional video, Taiwan 台大人類學博物館
- 2022 [National Taiwan University Study Abroad Expo](#), Promotional video, Taiwan 台大海外教育博覽會
- 2022 [Common Wealth Education Media and Publishing](#), Interactive website UI motion design, Taiwan 親子天下
- 2022 [Polish Design](#), Website UI motion graphics design, Taiwan
- 2022 [FourDesire](#), Instagram promotional motion graphics, Taiwan
- 2022 [Hakka Expo](#), Promotional motion graphics, Taiwan 世界客家博覽會
- 2021 NPEX, Website motion graphics design, Taiwan
- 2021 [WorzDBQ](#), Promotional motion graphics for music plug-in, Taiwan
- 2021 [Hoo Hoo](#), Led the team to design interactive exhibition promotional videos, a series of motion designs for Instagram & Facebook posts, AR posters, and filters; cooperated with and sponsored BenQ, Taiwan

Interactive Artist

Self-employed

2021 – present

Los Angeles, United States / United Kingdom / Barcelona, Spain / Taipei, Taiwan

- 2025 [Look Up](#) – Video installation using Google Maps and live camera to explore digital presence of home.

<Exhibition>

- Sónar+D 2026 exhibition, Barcelona, Spain

- [The Wrong Biennale #7 – “Fragility in the Eye of the Beholder”](#), VOID Nomadic Gallery, UK
 - [Glasgow Embassy](#), 173 Trongate, Glasgow G1 5HF, UK
 - [Aberdeen Embassy](#), The Academy Window, Aberdeen AB10 1LB, UK
- 2024 [ARt](#) – AR installation with a 3D-printed hand triggering random YouTube videos to question “art.”
- 2023 [Don't Look at Me](#) – Interactive LED matrix eye and digital sand device challenging eye contact.
- 2023 [Look at Me](#) – Video installation with misaligned cameras and mirrors evoking uncanny self-perception.
- 2022 [Here](#) – VR installation using dual live cameras in space to disorient the VR world.
- 2020 [InterBox](#) – Interactive box installation with camera exploring heterotopic self-image (collaborative project).

RELATED EXPERIENCE

- 2023 Teaching Assistant - Integrating Video for Live Performance, California Institute of the Arts, U.S.A
Supported over 10 students in integrating CRT monitors, cameras, and projection systems into 15+ live projects.
- 2023 Interaction Design Internship, NightLight Labs, Los Angeles, U.S.A
- 2022 [Jun T. Lai Studio](#), Public art installation simulation and glass-making, Taiwan 賴純純工作室
- 2021 Motion Graphics Design Internship, [HiSKIO](#), Taiwan
- 2021 AR & Motion Designer, NTUT IXD Graduation Exhibition, Taiwan
- 2019 UI & UX Product Development Internship, AgilePoint Inc., Mountain View, CA, U.S.A.

INTERVIEW & TALK

- 2025 [Artist Panel, DATLABNYC TouchDesigner Event XIII @Zerospace, New York, U.S.A.](#)
- 2025 [不停 Podcast](#)
- 2025 [Visual Art Journal](#)
- 2025 [Al-Tiba9 Contemporary](#)
- 2025 [Divide Magazine 16](#)
- 2024 Artist talk, DATLAB TouchDesigner Meetup, New York, U.S.A.
- 2024 [Bold Journey Interview](#)
- 2024 [CanvasRebel / Voyage Feature](#)
- 2024 [Shoutout LA Magazine](#)

EDUCATION

- MFA Theater Design (Interactive Media for Performance), California Institute of the Arts, U.S.A., 2025
- BS Interaction Design, National Taipei University of Technology, Taipei, Taiwan, 2021

TECHNICAL SKILLS

- Show Control & Media Servers – Millumin, QLab, Disguise, Resolume Arena, Isadora, WatchOut
- Motion Graphics & Drafting – After Effects, Cinema 4D, Vectorworks
- Interactive & Programming – TouchDesigner, OSC, MIDI, Git, Unity, Python, HTML, CSS, Arduino, Raspberry Pi

REFERENCE

- Peter Flaherty – Director/Interactive Artist (studio@peterflaherty.com)
- Christopher Barreca – Scenic Designer (chrisbarreca@earthlink.net)
- Christopher Akerlind – Lighting Designer (chrisakerlind@gmail.com)