

Wei-Fang Chang

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Video Designer for Live Performance | Interactive Media Technologist

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

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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, Unity, Python, HTML, CSS, Arduino, Raspberry Pi

SELECTED THEATER PRODUCTION

Video Projection Designer

2025 *Heading into Night*, Durham Fringe Festival, Durham, U.K.

(Dir. Beth F. Milles)

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)

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)

2022 *Cancer Space*, Venue, Taipei Fringe Festival, Taipei, Taiwan

(Dir. Ya-Jhen Bai)

Associate, Animator & Programmer

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 *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 Gomez · 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)

COMMISSIONS

TouchDesigner Developer

2025 LuxuryLogico, Video design and pipeline design for 300-screen installation at MOCA Taipei, Taiwan
2024 NightLight Labs, Los Angeles, U.S.A., System and generative UI design for interactive installation

Motion Designer

2022 New Taipei Metro, Motion design for new branding and icon system, Taiwan
2022 EVA Air, Motion design for Evergreen Marathon opening event, Taiwan
2022 National Taiwan University Anthropology Museum, Exhibition promotional video, Taiwan
2022 National Taiwan University Study Abroad Expo, Promotional video, Taiwan
2022 Common Wealth Education Media and Publishing, Interactive website UI motion design, Taiwan
2022 Polish Design, Website UI motion graphics design, Taiwan
2022 FourDesire, Instagram promotional motion graphics, Taiwan
2022 Hakka Expo, Promotional motion graphics, Taiwan
2021 NPEX, Website motion graphics design, Taiwan
2021 WorzDBQ, Promotional motion graphics for music plug-in, Taiwan
2021 Hoo Hoo, AR Motion graphics design for NTUT graduation exhibition, Taiwan

SELECTED INSTALLATIONS

2025 *Look Up* – Video installation using Google Maps and live camera to explore digital presence of home.
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, CalArts
2023 Interaction Design Internship, NightLight Labs, Los Angeles, U.S.A
2022 Jun T. Lai Studio, Public art installation simulation and glass-making, Taiwan
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 [不停 Podcast](#), Episode 168
2024 Artist talk, DATLAB TouchDesigner Meetup, New York, U.S.A.
2024 [Bold Journey, Interview](#)
2024 [CanvasRebel / Voyage Feature](#)
2024 [VoyageLA, Daily Inspiration](#)
2024 [Shoutout LA Magazine](#)

HONORS

2022-25 CalArts, School of Theater, Merit Scholarship
2021 *InterBox*, Category of Interactive Technology Art – Honorable Mention, K.T. Creativity Award, Taiwan
2021 *InterBox*, TAICHI Demo Conference – People's Choice Award, Third Place
2021 *HooHoo*, Taiwan Motion Award, Category of Motion Graphics – Bronze Medalist
2020 *Shape of Tan Life*, Taiwan Design Research Institute Special Award, A+ Festival, Taiwan

REFERENCE

Peter Flaherty – Director/Interactive Artist (studio@peterflaherty.com)
Hsuan-Kuang Hsieh – Video Designer and filmmaker (hsuankuang.h@gmail.com)
Christopher Barreca – Scenic Designer (chrisbarreca@earthlink.net)
Christopher Akerlind – Lighting Designer (chrisakerlind@gmail.com)