

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*, European Tour: Durham, UK (Jul 23–25), Madrid, Spain (Jul 30), Edinburgh, UK (Aug 11–17)
(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 ([宇宙寫生](#))
- 2024 NightLight Labs, System and generative UI design for a tech company's media display, Los Angeles, U.S.A.

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.

Exhibition:

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, 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 [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](#)

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)