

Wai Ching (Bryan) CHUNG

Freelance Educator, Artist & Researcher · Art Technology

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PROFESSIONAL PROFILE

Bryan Chung is an internationally exhibited media artist, researcher and educator with over 25 years' experience at the intersection of art, technology and computation. His practice spans interactive installation, machine learning art, generative systems, and software art. He holds a Doctor of Fine Art from RMIT University and has been a full-time academic at Hong Kong Baptist University (2009–2024), where he rose to Associate Professor. He is now a freelance educator and practising artist based in London, UK, available for part-time teaching, artist residencies, exhibition partnerships and project commissions.

KEY AREAS OF EXPERTISE

- ▶ Interactive & Generative Art — TouchDesigner, Processing, Arduino, Python
- ▶ Machine Learning in Creative Practice — computer vision, face recognition, audio ML
- ▶ Creative Coding & Physical Computing — hands-on studio pedagogy
- ▶ Software Art & Computational Aesthetics — doctoral specialism
- ▶ Multimedia Authoring & Web Technologies — hypermedia, WordPress, AR
- ▶ Arts Education Leadership — curriculum design, postgraduate supervision, advisory roles
- ▶ Exhibition & Project Management — solo and group international exhibitions
- ▶ Grant Writing & Research — successful Arts Council and university funding

EDUCATION

Doctor of Fine Art · <i>RMIT University, Melbourne, Australia</i>	2011
Thesis: Software art, towards an aesthetics of art-oriented programming and programming-oriented art	
Master of Arts — Interactive Multimedia · <i>University of the Arts London, UK</i>	1997
Bachelor of Science — Computer Science · <i>The Chinese University of Hong Kong</i>	1985

ACADEMIC & PROFESSIONAL EXPERIENCE

Associate Professor · <i>Academy of Visual Arts, Hong Kong Baptist University</i>	2017–2024
<ul style="list-style-type: none">▶ Teaching and supervising postgraduate and undergraduate students in Media Arts, Art Technology and Visual Arts.▶ Led studio courses in TouchDesigner, Python, Processing, Arduino and multimedia authoring.▶ Served on departmental and inter-university advisory committees.▶ Held simultaneous active research and exhibition practice throughout tenure.	
Assistant Professor · <i>Academy of Visual Arts, Hong Kong Baptist University</i>	2009–2017

Lecturer · <i>School of Creative Media, City University of Hong Kong</i>	2001–2009
Adjunct Lecturer · <i>School of Design, Hong Kong Polytechnic University</i>	2000–2001
Interactive Media Design Consultant · <i>DBIS Interactive (co-founder)</i> Commercial interactive media projects including Coca-Cola, Hong Kong Ocean Park, World Expo 2010 Shanghai, and government museum installations.	2008–2012
Advisory IT Specialist · <i>IBM China Hong Kong</i>	1998–1999
Systems Engineer · <i>IBM Hong Kong</i>	1988–1996
Analyst Programmer · <i>Census and Statistics Dept., Hong Kong Government</i>	1985–1988

AWARDS & RECOGNITION

- ▶ Artist of the Year — Media Arts, Hong Kong Arts Development Awards 2016, Hong Kong Arts Development Council
- ▶ Grand Prize — Art Division, 19th Japan Media Arts Festival 2015 (Tokyo, The National Art Center) for the artwork 50 . Shades of Grey
- ▶ Media Kam Fan Award — Best Interactive Advertising, McCann WorldGroup / DBIS Interactive, Coca-Cola Happy Whistling Machine campaign, 2008–2009

SELECTED EXHIBITION RECORD

Solo Exhibitions

Be a Hong Kong Patriot, Part 3 – The Red Scout

Lumenvisum, JCCAC, Hong Kong · Sep–Oct 2019

Movement in Void – A Tribute to TV Buddha

Pure Art Foundation Studio, Hong Kong · Sep–Oct 2013

Software art... (DFA Graduation Exhibition)

Jockey Club Creative Arts Centre, Hong Kong · Feb 2011

Selected Group & Invited Exhibitions

Movement in Time, Part 2 (2022 version)

By the People: Creative Chinese Characters Exhibition · Hong Kong Museum of Art · Sep 2022 – Nov 2023

50 . Shades of Grey

AI Art & Aesthetics Exhibition, Informel Nakagawamura Museum + Wasp Museum, Nagano, Japan · Dec 2021

iFaceDQ

C-LAB Future Media Arts Festival, Taiwan · Sep–Nov 2021

iFaceDQ

Art Machines Past/Present, City University of Hong Kong · Nov 2020 – Feb 2021

National Anthem

Castles in the Air, Karin Weber Gallery, Hong Kong · Apr–May 2020

Movement in Time, Part 2 – Red Temple version

Hong Kong in Poor Images, Ely Center of Contemporary Art, New Haven, USA · Jan–Feb 2020

Movement in Time Part 2

Japan Media Arts Festival Special Exhibition, Hong Kong · Nov 2016

50 . Shades of Grey

19th Japan Media Arts Festival, The National Art Center, Tokyo · Feb 2016

50 . Shades of Grey

AI Art & Aesthetics Exhibition, Okinawa Institute of Science and Technology · Nov 2017–Jan 2018

Movement in Space, Part 2

Algorithmic Art: Shuffling Space and Time, City Hall Hong Kong · Dec 2018–Jan 2019

Big Data Small Sound

French May — Living Sound Exhibition, Hong Kong · May 2015

50 . Shades of Grey / Early White

1A Space Gallery, Hong Kong · Jun 2015

I Second the e-Motion

Digit@logue Exhibition, Hong Kong Museum of Art · May 2008

Be a Hong Kong Patriot, Part 1

Kwangju Biennale, Korea · Mar 2002

PoorTech – Y2K and the Millennium Butterflies

World Wide Video Festival, Amsterdam · Sep 2000; Stuttgarter Filmwinter, Germany · Jan 2001

PUBLICATIONS

Books

- ▶ Pro Processing for Images and Computer Vision with OpenCV. New York: Apress / Springer, Oct 2017. ISBN 978-1-4842-2774-9
- ▶ Multimedia Programming with Pure Data. Birmingham: Packt Publishing, Jul 2013. ISBN 978-1-78216-464-7
- ▶ Book chapter: Young People (1972) in World Film Locations: Hong Kong. Bristol: Intellect, Jun 2013. ISBN 978-1-78320-021-4

Peer-Reviewed Journal

- ▶ Choi, W.Y.K. & Chung, W.C.B. (2017). Engaged critical browsing: Hong Kong home culture presented in hypermedia. *Qualitative Research, Sage Journals*. DOI: 10.1177/1468794117714304

Conference Proceedings

- ▶ Movement in Time, Part 2: Motion Analysis in Chinese Martial Art Films and Calligraphy. 13th International Conference on the Arts in Society, Emily Carr University, Vancouver, Jun 2018
- ▶ Graphic Design Principles and Computer Programming. ISEA Hong Kong 2016, pp. 399–400
- ▶ Movement in Time: Motion Analysis of Classic Hollywood Film Sequences. The Image Conference, Berlin, 2014

Others

- ▶ Online Software Training Video for Multimedia Art Creation. *Studies of Teaching and Learning, Vol. 4*, pp. 63–72. Pearson Education Asia, 2018
- ▶ Open-source software library: Kinect4WinSDK — Kinect SDK integration for the Processing environment, 2014
- ▶ Book reviews: OpenCV by Example (Packt, 2015); Learning Unity Physics (Packt, 2014); Processing 2: Creative Programming Cookbook (Packt, 2012)

RESEARCH & PROJECT GRANTS

- ▶ Virtual Creativity — AI Navigation for Interactive Intermedia Art in VR, Co-Investigator, HKBU Interdisciplinary Research Matching Scheme, 2021/22
- ▶ Be a Hong Kong Patriot, Part 3, Hong Kong Arts Development Council Project Grant, 2018–19
- ▶ A Preliminary Study of AI / Machine Learning in Media Arts, HKBU Faculty Research Grant, 2017
- ▶ Movement in Space — Experiments with Online Harmonograph, HKADC Project Grant, 2016–17
- ▶ Motion Data in Martial Art Film Sequences and Chinese Calligraphy, HKBU Faculty Research Grant, 2015
- ▶ Big Data — Creative Resources for Digital Generative Art, HKBU Faculty Research Grant, 2014
- ▶ Low Cost 3D Body Scanning for Visual Art Applications, HKBU Faculty Research Grant, 2013
- ▶ Movement in Void – A Tribute to TV Buddha, HKADC Project Grant, 2013
- ▶ Online Software Training Video for Multimedia Art Creation Using Social Media, HKBU Teaching Development Grant, 2011

TEACHING & CURRICULUM DEVELOPMENT

Postgraduate

- ▶ Studio Project I & II (MA Visual Arts)

Undergraduate

- ▶ Introduction to Visual Arts II (Adobe Premiere)
- ▶ Art Tech Practices I — Making Senses (TouchDesigner, Python)
- ▶ Media Arts Studio (TouchDesigner)
- ▶ Media Arts: Multimedia Authoring (TouchDesigner)
- ▶ Media Arts: Physical Media (Arduino)
- ▶ Digital Tools: Hypermedia Design (Adobe Dreamweaver)
- ▶ Digital Tools: Web Design with CMS (WordPress)
- ▶ Evolutionary Graphics (Context Free Art, TouchDesigner)
- ▶ Human Machine Interface (Arduino, Processing)

General Education

- ▶ Videogames and Arts

PROFESSIONAL SERVICES & ADVISORY ROLES

- ▶ Organising Committee & Panel Chair (Plenary 2: Creativity and Access), Art Machines 2: International Symposium on Machine Learning and Art, 2021
- ▶ Advisory Committee, School of Humanities and Social Science, Hang Seng University of Hong Kong, Oct 2019 – Aug 2022
- ▶ Departmental Advisory Committee, Cultural and Creative Arts, The Education University of Hong Kong, Apr 2018 – Mar 2022
- ▶ Digital Commissions Panel Member, M+, West Kowloon Cultural District, Feb 2018
- ▶ Advisory Panel, 9th International Conference on The Image (HKBU), Nov 2018
- ▶ Examiner / Assessor, Media Art Division, Hong Kong Arts Development Council, since 2008
- ▶ Jury Panel Member, IFVA (Incubator for Film & Visual Media in Asia), Hong Kong Arts Centre, since 2005
- ▶ Peer reviewer, Leonardo Journal, MIT Press, 2016
- ▶ Interactive media consultant, Hong Kong Space Museum — Gravity Surf exhibit, 2015

SELECTED INVITED TALKS & LECTURES

- ▶ Research and artworks of machine learning, 29th meeting of the AI Art & Aesthetics Research Group, Tokyo, Feb 2020
- ▶ Machine Learning, Face Recognition in Media Arts, Lumervisum JCCAC, Sep 2019
- ▶ Media Arts Seminar — Interactive Media Arts, New York University Shanghai, Nov 2018
- ▶ Applying Technology in the Arts — We Can Do Magic, International Arts Leadership Roundtable, HKADC, Nov 2017
- ▶ An Introduction of Augmented Reality in Visual Arts, Zürich Meets Hong Kong, HKBU, Oct 2017
- ▶ Computer Coding in Creative Art Education, CATE Roundtable, The Education University of HK, Dec 2016
- ▶ Language, Gesture and Emotion: Ubiquitous Humanity in Media Art (artist talk), The Annex, Nov 2016
- ▶ Artist talk, 19th Japan Media Arts Festival, Tokyo, Feb 2016
- ▶ Art for Radio? Radio for Art? — artist-led symposium, Soundpocket / SCAD Hong Kong, May 2018
- ▶ Final Year Project Seminar — Exploration of Movement in Digital Arts, Open University of HK, May 2019

ONLINE PRESENCE & OPEN RESOURCES

- ▶ Portfolio / Artist website — <http://www.magicandlove.com>

- ▶ YouTube — teaching & creative work — <https://www.youtube.com/user/chungbwc>
- ▶ Patreon — Media Arts & Creative Technologies — <https://www.patreon.com/BryanChung>
- ▶ GitHub — open-source code repositories — <https://github.com/chungbwc>