

# SPENCER NG

Redwood City, CA · spencer@spencerng.me · spencerng.me  
Media/Projections Designer · Creative Technologist

## DESIGN EXPERIENCE

Asst. Projections Designer	<i>How I Learned What I Learned</i>	Devonté Johnson, pjd.	TheatreWorks SV
Media/Props Designer	<i>L.I.V.E. at UChicago</i>	Devon de Mayo, advisor	UChicago TAPS
Asst. Projections Designer	<i>At Your Own Risk</i>	Matthias Neckermann, pjd.	UChicago TAPS
Projections Designer	<i>Macbeth in Space</i>	Caroline Kaminsky, dir.	University Theater
Projections Designer	<i>The Intruder</i>	Tyler Pleasant, dir.	University Theater
Asst. Scenic Designer	<i>Amazons and Their Men</i>	Eleanor Kahn, scen. des.	UChicago TAPS

## PRODUCTION EXPERIENCE

Stage Manager	<i>My H8 Letter...</i>	Leslie Buxbaum, dir.	UChicago TAPS
Stage Manager	<i>Love's Labour's Lost</i>	Cole Meldorf, dir.	University Theater
Production Manager	<i>King Lear</i>	Jared Zuker, dir.	University Theater
Asst. Stage Manager	<i>Waiting for Godot</i>	Naomi Scherer, SM	University Theater
Asst. Stage Manager	<i>The Winter's Tale</i>	Seth Nguyen, SM	University Theater

## EDUCATION

<b>The University of Chicago</b>	Chicago, IL
B.A. in Theater & Performance Studies with honors	Graduated June 2023
M.S. & B.S. in Computer Science, <i>summa cum laude</i>	GPA: 3.96/4.00

## SKILLS

Software:	QLab, OBS, Photoshop, After Effects, Premier Pro, Audition, Fusion 360, Unity, Office
Fabrication/Hardware:	3D printing, drafting, puzzle design, live video capture, Arduino, digital electronics
Programming:	Python, HTML/CSS, JavaScript, Twilio, Android, Processing, Git, AWS

## LEADERSHIP EXPERIENCE

<b>University Theater at the University of Chicago</b>	Chicago, IL
<i>Committee Chair</i>	Oct. 2019 - June 2023
<ul style="list-style-type: none"><li>Produced 20+ annual shows by managing a \$50,000+ budget and curating new and diverse work</li><li>Train/recruit new members, resolve conflicts, and create inclusive rehearsal spaces for 100+ members</li><li>Maintained University Theater social media and website, with 5,000+ monthly views</li></ul>	
<b>Uncommon Hacks</b>	Chicago, IL
<i>Co-Director</i>	Jan. 2021 - June 2022
<ul style="list-style-type: none"><li>Hosted an in-person hackathon and workshop series for 120+ students by leading a team of 15+ organizers, managing food and prize logistics, and raising \$8,000+ in sponsorship funds</li><li>Managed judges/mentors and created social events for an online hackathon with 300+ attendees</li></ul>	
<b>Magic</b>	Chicago, IL & New Jersey
<i>Performer &amp; Instructor</i>	Sep. 2017 - June 2023
<ul style="list-style-type: none"><li>Entertained crowds of up to 200 at community events, comedy clubs, and birthday parties</li><li>Wrote a curriculum and taught a 20-week course on sleight-of-hand magic to children ages 10+</li></ul>	

## MEDIA ARTS PROJECTS

<b>Learning Institute for the Very Enlightened:</b>	Immersive narrative escape room with custom-made monitoring/cueing system, Arduino automation, smart light control, projected media, and physical puzzles
<b>Embodied Controllers:</b>	Installation to play emulated retro console games using physical gestures (e.g. jumping), built using Azure Kinect, OpenCV, OBS, and PyGame
<b>Digital Deck:</b>	Projection mapping performance piece to morph playing card appearances in real-time using TouchDesigner, Processing, and speech recognition

## AWARDS & HONORS

<b>Theater &amp; Performance Studies Award:</b>	thesis project with the highest level of artistic excellence	2023
<b>Phi Beta Kappa:</b>	academic honor society	2022