May Yu - Curriculum Vitae

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My interests lie in the field of computational arts and new media. I am particularly interested in the design, development, and use of creative technologies for artists and makers. My research interests fall broadly under designing interactive experiences, educational and immersive technologies, with a focus in developing systems that leverage data visualization and networked interactions for artistic expression; currently within the field of live performances. Outside of research, I work with fellow new media artists in designing and hosting exhibitions and galleries along with developing my own artistic practice; using tangible devices, such as microcontrollers, and creative programming to develop interactive experiences.

EDUCATION:

2025   **Bachelor of Fine Arts (B.FA)**, Toronto Metropolitan University (Formerly Ryerson University), Toronto, ON

RESEARCH EXPERIENCE:

Undergraduate Research Assistant   05/2023 - present
Synaesthetic Media Lab (SynLab)
RTA School of Media, Toronto Metropolitan University
Supervisor: Ali Mazalek

At SynLab, I focus on the development and research of interactive cross-device collaborative technologies. My work involves creating and enhancing systems that integrate dynamic cross-device interaction and spatial device re-arrangement to improve engagement and collaboration in multi-user applications. Notably, I have developed applications for collaborative education and a tablet-based tabletop game, as well as a framework to support the development of collaborative cross-device applications. This research is supported by the National Science Foundation (NSF) and the Canada Research Chair (CRC) program and is affiliated with the University of Illinois Urbana-Champaign (UIUC) and the University of Wisconsin-Madison. Additionally, I am currently engaged in paper writing for a collaborative game framework designed using a cross-device co-located multi-device system.

EXHIBITIONS/RESIDENCIES

Exhibition Designer & Artistic Director

2025 *METAMORPHOSIS*, New Media Undergraduate Thesis, Toronto Metropolitan University, Toronto, ON

2024 *Anastomosis*, New Media Exhibition Team (NEXT), Toronto Metropolitan University, Toronto, ON

SCRATCHING[into], New Media Exhibition Team (NEXT), Toronto Metropolitan University, Toronto, ON

WEAVED/WIRED: Towards, Despite, New Media Exhibition Team (NEXT), Toronto Metropolitan University, Toronto, ON

2023 *Place-Making*, New Media Exhibition Team (NEXT), Toronto Metropolitan University, Toronto, ON

Exhibiting Artist

2025 *Random Access Memories - Game Art Residency*, Vector Festival (co-presented with Toronto Games Week, Hand Eye Society, and The Centre for Culture and Technology), Toronto ON

METAMORPHOSIS, New Media Undergraduate Thesis, Toronto Metropolitan University, Toronto, ON

2024 *Anastomosis*, New Media Exhibition Team (NEXT), Toronto Metropolitan University, Toronto, ON

synthesis, The Creative School, Toronto Metropolitan University, Toronto, ON

PUBLICATIONS

Papers

2025 Afroza Sultana, Stacy Cernova, Megan Wang, **May Yu,** Wenyue Zheng, Yin Yifan, Alex Bakogeorge, Tudor Tibu, Aneesh P. Tarun, and Ali Mazalek. 2025. Designing a Co-located Collaborative Cross-device Game for Ad Hoc Social Settings. In *19th International Conference on Tangible Embedded and Embodied Interaction (TEI '25* Work in Progress*),* March 04-07, 2025, Bordeaux, France. https://doi.org/10.1145/3689050.3706004

Conference Posters

2024   **May Yu,** Afroza Sultana, Stacy Cernova, Megan Wang, Alex Bakogeorge, Tudor Tibu, Aneesh P. Tarun, and Ali Mazalek. 2024. "SimSnap" Framework: Designing Interaction Methods for Cross-device Applications. In *The 37th Annual ACM Symposium on User Interface Software and Technology (UIST Adjunct '24),* October 13–16, 2024, Pittsburgh, PA, USA.
https://doi.org/10.1145/3672539.3686319

AWARDS

2025   *Finalist* - Speculative Futures: Digital Arts Student Competition and Exhibition, For xXx_FANTASYLAND_xXx, ISEA2025 and ACM SIGGRAPH DAC

Best Electronics Project - TARA Awards, For Sorry, I Missed You, Toronto, ON

Best Interactive or Immersive Experience - TARA Awards, For xXx_FANTASYLAND_xXx, Toronto, ON

2024   *TD - FCCP Education Foundation New Horizon Scholarship*

TA EXPERIENCE

Embodied Digital Media/Synaesthetic Media Lab Directed Study,   *01/2024 - present*
Toronto Metropolitan University
Course Assistant- Programming Instructor
-    Assisted in the development of React based student projects
-    Created and lead workshops on programming: React and Node.js

Intro to Tangible Media,. Toronto Metropolitan University   *09/2024 - 12/2024*
Course Grader

Code Coach, **Intro to Computational Arts**   01/2023 - 04/2024
Provided one-on-one tutoring sessions to students, guiding them through coding challenges, understanding programming concepts, debugging code, and troubleshooting errors in *p5.js*.

EXTRACURRICULAR ACTIVITIES

Net:Artifacts Artist Collective Member   05/2024 - present

TeamKiiwii Game Maker's Club Founder   05/2023 - present

Programming Lead
Participants in the 2024 A Game By Its Cover Game Jam, 2023 and 2024 Toronto Game Jam and 2023 Game Maker's Toolkit Game Jam. https://teamkiiwii.itch.io

Executive Member of the New Media Thesis Curatorial Team (2025)   09/2024 - 04/2025
Exhibition Coordinator and Finance

Executive Member of the New Media Exhibition Team (NEXT)   09/2023 - 01/2025
Artistic Director and Exhibition Designer

SKILLS

  Proficiency in C#, Java, Javascript, C, C++, Python, HTML, CSS, and libraries React.js, Node.js, JQuery and Bootstraps
  Proficiency in game engines Unity and Godot
  Proficiency in embedded systems development, such as microcontrollers, sensors, and hardware to create integrated systems for interactive applications
  Working knowledge with Adobe Creative Cloud, 3D modelling software such as Blender and AutoCAD