

THOMAS CHANG

Creative Design Technologist



tschang@berkeley.edu | 832-707-6298 | San Francisco Bay Area | checkthisoutmom.com

EDUCATION

The University of California, Berkeley

Expected: December 2026 · Berkeley, CA

Master of Design (MDes)

Distinguished Scholarship Recipient

The University of Chicago

June 2025 · Chicago, IL

B.A. Computer Science

Human-Computer Interaction Specialization

B.A. Visual Arts

Departmental Honors

PUBLICATIONS & INSTALLATIONS

TIAT

June 2026 – July 2026 · San Francisco, CA

Exhibiting Artist, *Fido*

Speculative embodied AI sculpture.

The ACM CHI Conference

April 2026 · Barcelona, Spain

Paper Co-Author, *Water on My Block*

Participatory AI for hyper-local climate modeling.

Chicago Underground Film Festival

September 2024 · Chicago, IL

Filmmaker & Director, *The Bastard Child*

Exploring the Origins of Chicago House Music

LEADERSHIP & ACTIVITIES

MDes Student Association

August 2026 - Present · UC Berkeley

Community & Culture Officer

Cross-cohort connection and advocacy.

Empowerment of North Koreans

March 2022 - June 2025 · UChicago

Director of Community Engagement

Refugee education and support.

The University of Chicago Wrestling

October 2021 - June 2023 · UChicago

NCAA Division III Varsity Athlete

174-lb walk-on; trained 14 hours per week.

WORK EXPERIENCE

Creative Technologist

Jacobs Institute for Design Innovation

October 2025 – Present · Berkeley, CA

- Designed and developed web tools for the MDes program, including a student-work ingestion tool that suggests project tags from text and PDFs to simplify page creation and connect related work.
- Led website planning with design and content teams, using affinity mapping and impact-risk prioritization to turn a growing backlog into a roadmap.

Participatory AI
Researcher

Amyoli Internet Research Lab

January 2025 – June 2025 · Chicago, IL

- Worked with Chatham residents and Argonne researchers to design Water On My Block, a flood-reporting app supporting community needs and climate AI research. Co-authored the resulting CHI 2026 publication.
- Translated community feedback into interface designs and React features, helping residents shape the system.

3D Computer Vision
Researcher

Agency for Science, Technology, and Research (A*STAR)

June 2024 – September 2024 · Singapore

- Researched lower-cost ways to digitize Singapore's HDB interiors, building 3D reconstruction workflows with Structure-from-Motion, NeRFs, and Gaussian Splatting.
- Trained YOLOv8 models on custom datasets for point-cloud segmentation and interior analysis.

Full-Stack Software
Engineer Intern

TipTop Technologies

October 2023 – May 2024 · Sunnyvale, CA (Remote)

- Developed onboarding experiences for a Gen Z consumer-feedback platform using React and MySQL, including login, signup, and error handling. Supported a platform serving thousands of ambassadors with 10,500+ feedback entries.

Project Supervisor
Intern

WIMMEL Design & Construction

June 2021 – September 2021 · Houston, TX

- Supported residential construction through on-site measurements, material handling, and worksite preparation, coordinating with subcontractors, clients, and inspectors to resolve day-to-day issues.

SKILLS

Design & Technology

Human-AI Interaction · Interaction Design · Speculative Design · Accessibility · Participatory Design · User Research · Creative Coding · Full-Stack Development · AI Prototyping · LLM Integration · Computer Vision · Physical Computing · Rapid Prototyping

Fabrication & Tools

Woodworking · Metalworking · CAD · 3D Printing · Laser Cutting · CNC · Electronics & Soldering · Sensors & Actuators · Fusion 360 · Arduino/ESP32 · Raspberry Pi · Figma · Adobe CC · JavaScript · Python · React · Git · Codex · Claude Code