Dazai (Tatsan) Chen

+1 (646) 342-5108 | dazai.studio@gmail.com | New York, NY
Portfolio: dazaistudio.com | LinkedIn: linkedin.com/in/dazai-chen-280186183

SUMMARY

Lighting designer and creative technologist with over a decade of experience across live performance, immersive installations, and virtual production. Designed lighting for 30+ performances at the Paris Cultural Olympiad, an 8,000-seat arena concert, and toured across 25+ cities on three continents. Specialized in designing lighting that transforms physical spaces into narrative environments, from a 19th-century fortress to a 15-meter kinetic sculpture to multi-user VR experiences. Proficient in grandMA2/3, ETC EOS, Vectorworks Spotlight, and Unreal Engine 5. Currently pursuing MS at NYU, building virtual production pipelines and developing a VR thesis exploring how 3D space shapes memory and emotion.

EDUCATION

Master of Science in Integrated Design and Media | Expected May 2026
New York University (NYU), Tandon School of Engineering

- Research on integrating AI and XR technologies into live performance and immersive environments
- Focus on real-time 3D visualization, virtual production, and interactive systems
- Hands-on virtual production experience with LED walls, motion capture, and camera tracking in Unreal Engine 5
- Thesis: "Spatial Memory" - VR experience using 3D Gaussian Splatting to explore how space shapes emotional memory

Bachelor of Arts in Drama and Theatre | 2013 - 2018
National Taiwan University (NTU) - Specialized in Lighting Design and Technology

- Lighting design, console programming (grandMA2), CAD drafting, 3D pre-visualization, power distribution, wiring, and signal protocol integration (DMX/ArtNet)

LIGHTING DESIGN EXPERIENCE

Lighting Designer and Director | Dazai Studio Ltd. | 2017 - Present

Taiwan Pavilion, Paris Cultural Olympiad (2024) | dazaistudio.com/works/taiwan-pavilion

- Designed and directed lighting for 30+ performances across 15 days, serving 27 performing groups (3-5 shows daily)
- Led French local technical crew in cross-cultural, multilingual production environment
- Managed 150+ fixture rig; programmed grandMA2 Light; pre-visualized in Wysiwyg R40 and Unreal Engine 5

BURN - STR Network Concert (2025) | dazaistudio.com/works/burn

- Designed lighting for 8,000-seat Taipei Music Center; diamond-shaped LED truss with warm-cool color dynamics
- Pre-visualization pipeline: Wysiwyg R40 for layout, Unreal Engine 5 for final previz and cross-team communication

The Sound of Blooming - Taiwan Lantern Festival (2020) | dazaistudio.com/works/the-sound-of-blooming

- Designed lighting for 15-meter geodesic kinetic sculpture with hundreds of mechanical reflective petals
- Concealed and integrated fixtures within sculptural structure; synchronized lighting with kinetic movements

Flowing Feast - Tainan Arts Festival (2019) | dazaistudio.com/works/flowing-feast

- Transformed 19th-century historic fortress (Eternal Golden Castle) into immersive multi-genre performance environment
- Developed three-layer beam formation system adapting to architecture of the space

CyborgEros - Anarchy Dance Theatre (2023) | dazaistudio.com/works/cyborgeros

- Integrated addressable LED strips, multi-camera projection, and AI recognition with traditional theatrical fixtures within immersive dance environment

Southern Hemisphere Tour - Semiscon (2019)

- Toured own grandMA2 Command Wing across 25+ cities in South Africa, Eswatini, Australia, and New Zealand
- Served as sole lighting designer and programmer; adapted to a different venue every few days across three continents

Selected Credits: NVIDIA Keynote at COMPUTEX (2024), Palingenesis at Edinburgh Festival Fringe (2024), A Mid-Summer Night's Erotic Dream touring 4 major venues (2022), Qualia at Taiwan International Festival of Arts (2021), G.E.M. at 30th Golden Melody Awards (2019)

RELATED EXPERIENCE

VR Technical Director | Le Bal de Paris - HTC VIVE Arts | 2023 | dazaistudio.com/works/le-bal-de-paris

- Led technical deployment of multi-user freeroom VR experience blending live performers with virtual environments
- Managed touring rollout across Taipei, Shanghai, Hong Kong; trained local crews for long-term operation

NOVA - Virtual Production Project | System Integrator & Technical Artist | 2025 | dazaistudio.com/works/nova

- Configured OptiTrack mocap, Blackmagic camera tracking, and nDisplay LED wall pipeline in Unreal Engine 5
- Developed custom HLSL shaders and Niagara VFX; created pre-lighting strategies for LED wall shoots

Virtual Production Studio Graduate Assistant | NYU IDM | 2024 - Present

- Configure OptiTrack, Blackmagic camera tracking, and nDisplay LED wall pipeline in Unreal Engine 5
- Develop pre-lighting strategies and create custom HLSL shaders and Niagara VFX for real-time production

Lighting Technician | NYU Media Commons | 2024 - Present

- Program grandMA3 and ETC consoles for events and productions; design lighting for student and faculty shows
- Update and maintain venue lighting plots and documentation in Vectorworks

Production Assistant | frame:work:nyc 2025 | Brooklyn Navy Yards - NYU Tandon | 2025 | framework.video/nyc25

- Supported livestream and AV tech operations for frame:work:nyc new talent showcase event

System Engineer | Second Body - Anarchy Dance Theatre | 2019

- Engineered Unity-to-grandMA2 bridge via OSC/DMX; Kinect motion data driving real-time interactive lighting

SKILLS

Lighting Design & Previz: Vectorworks Spotlight, AutoCAD, Wysiwyg R40, Unreal Engine 5, SketchUp, Blender, C4D
Consoles: grandMA2, grandMA3, ETC EOS/Ion/Mosaic
Protocols: DMX, ArtNet, sACN, OSC, MIDI, Timecode
Real-time & Virtual Production: Unreal Engine 5 (Blueprint, Niagara, nDisplay, HLSL), OptiTrack, Blackmagic
Interactive & Media: TouchDesigner, Resolume Arena, QLab, OBS, DaVinci Resolve, Meta Quest, HTC VIVE Focus
3D Capture: Postshot, RealityScan, LumaAI (3D Gaussian Splatting)
Programming: Python, C++, JavaScript, TypeScript
AI: Claude Code, OpenAI API, ComfyUI, Nano Banana, MediaPipe, Postshot
Languages: English (Fluent), Mandarin Chinese (Native)

ADDITIONAL PROJECTS

GenLight (2025): AI-generated stage lighting using UE5 + OpenAI API + OSC | dazaistudio.com/works/genlight

Projection Mapping (2025): UE5 previz to grandMA2 DMX/ArtNet, projected onto physical architecture

Hand Tracking + DMX (2025): MediaPipe via TouchDesigner/OSC controlling grandMA3 moving lights in real-time

3D Gaussian Splatting (2025): Captured and reconstructed historic Nankunshen Temple in 3D for cultural preservation | dazaistudio.com/works/nankunshen-3dgs

Spatial Memory - Thesis (2026): VR experience using 3D Gaussian Splatting, gaze-triggered memories, space decay mechanic | dazaistudio.com/works/thesis