

Chandler McWilliams
SELECTED STUDENT WORK



Paul Carlo Esposito

“Sensual Encounters Between Cataclysmic Waves
of Change”

UCLA Design Media Arts

Thesis Committee

Spring 2019



Marisa Ling, Farhan Alam, and Eugene Wang

“Tuple”

(tuple) is a two-player local co-op game in which players solve puzzles in their environment while being conjoined together both physically and virtually. A custom stretch controller, each end held by one player, conjoins the players in physical space.

UCLA Design Media Arts

UCLA Game Lab Fellowship Advising

Winter and Spring 2019



Berfin Ataman

Processing Application to generate random
sewing patterns fo small sculptures.

UCLA Design Media Arts

252A Programming media

Fall 2018



Stefanie Tam

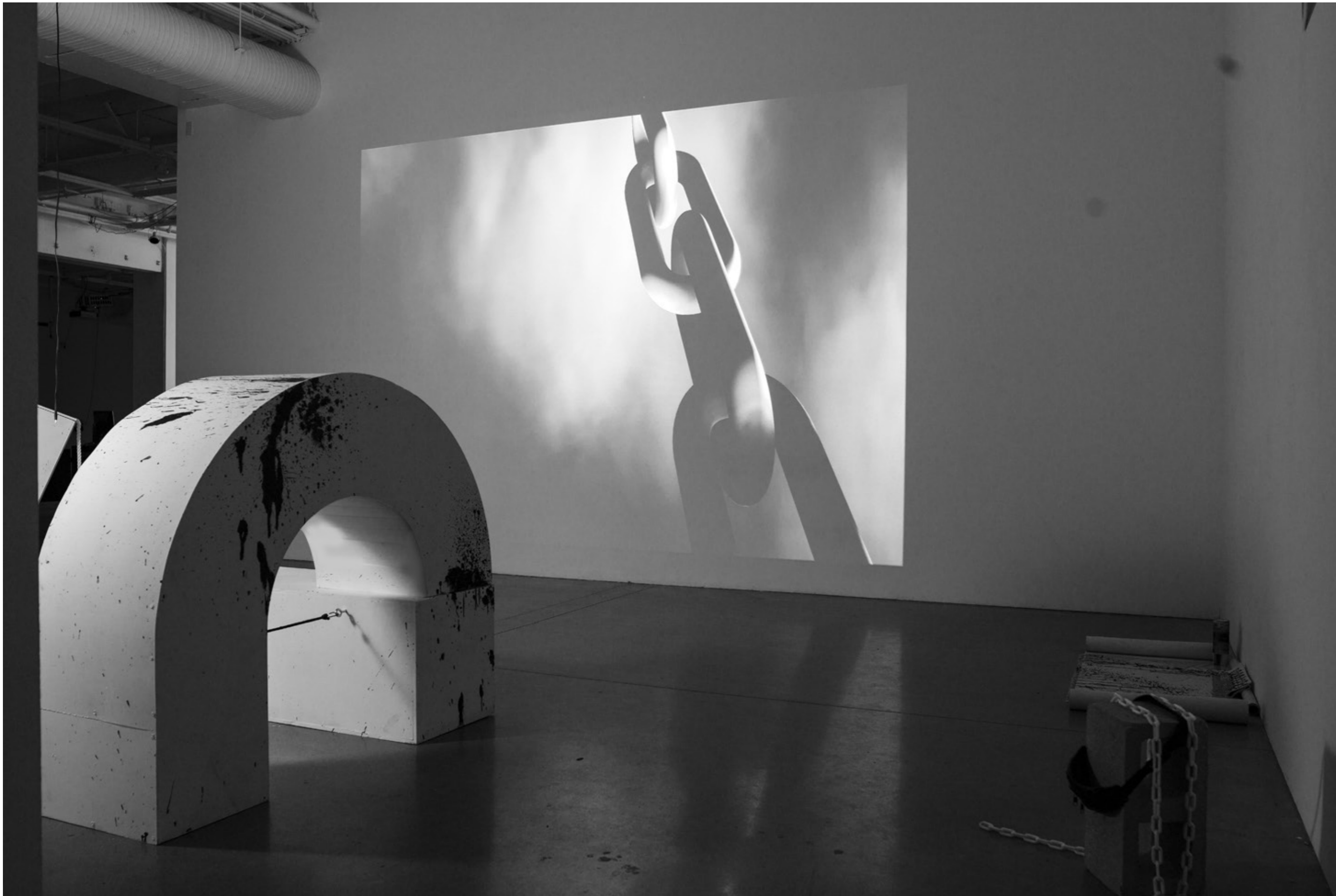
“Everyday Helpers”

Small anamorphic sculptures to help automate everyday tasks.

UCLA Design Media Arts

152 Tangible Media

Fall 2018



Stalgia Grigg

“in or, a round sedition”

UCLA Design Media Arts

Thesis Committee

Spring 2018



Lilyan Kris and Zoe Ingram

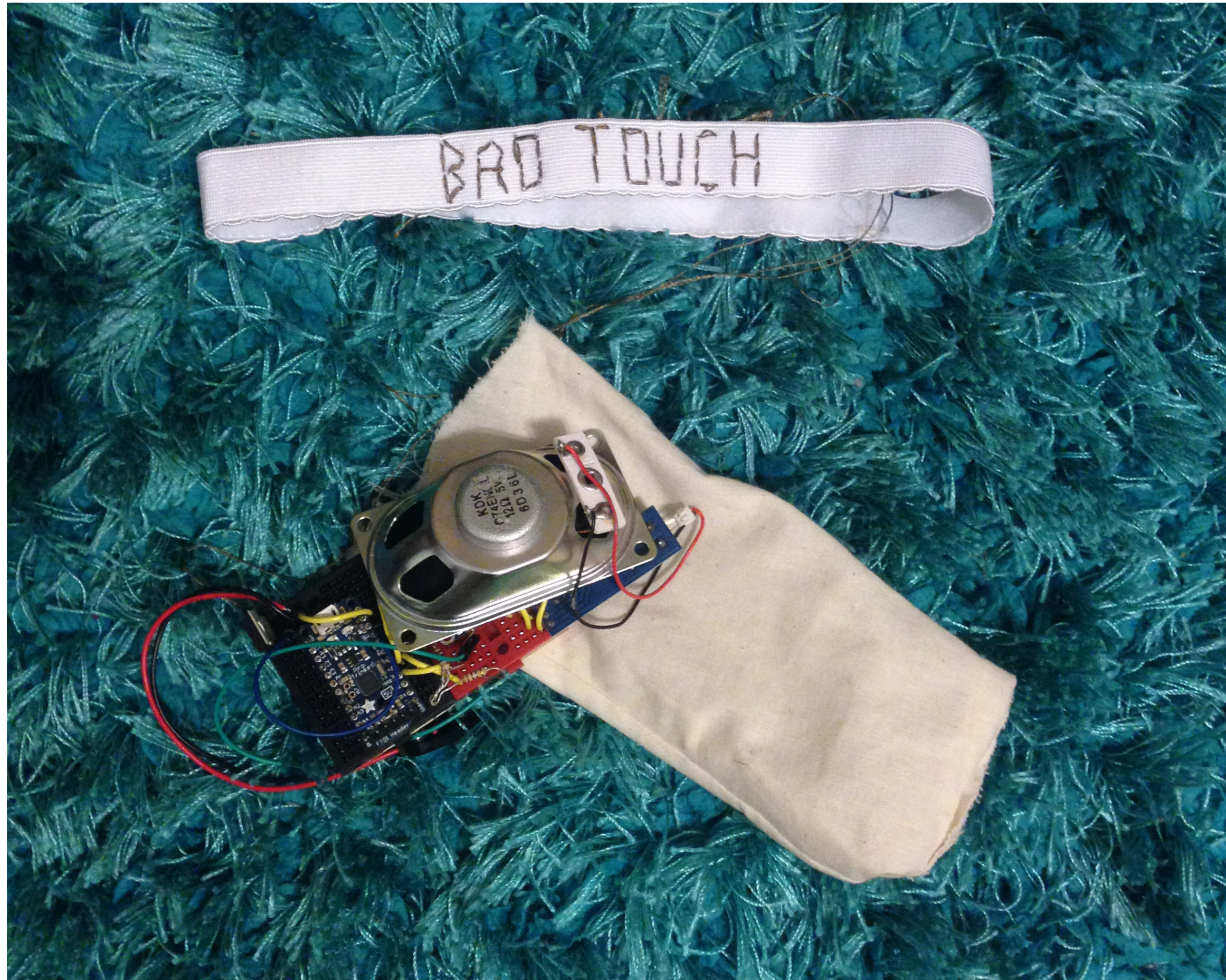
"IOver <3 USER"

Sculpture using speech-to-text, machine learning, algorithmic text generation, and a receipt printer to create a human-machine interaction performing a computer breaking up with its user by writing abstract poetry over dinner.

UCLA Design Media Arts

152 Tangible Media

Spring 2018



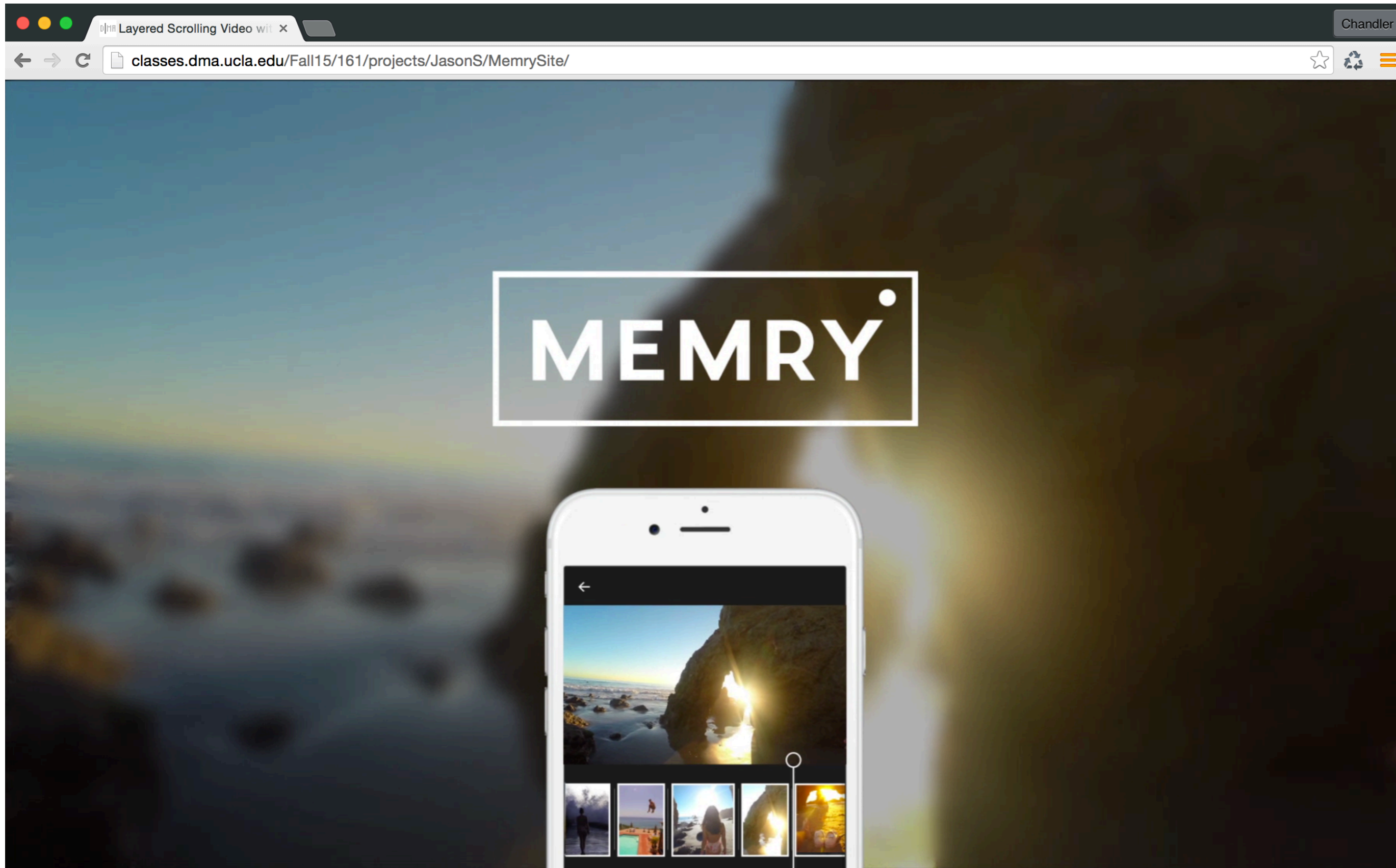
Jessica Cao

“Bad Touch”

UCLA Design Media Arts

152 Tangible Media

Fall 2017



"MEMRY"

Jason Spielmann (undergraduate)

Website and iOS Application design

UCLA Design Media Arts

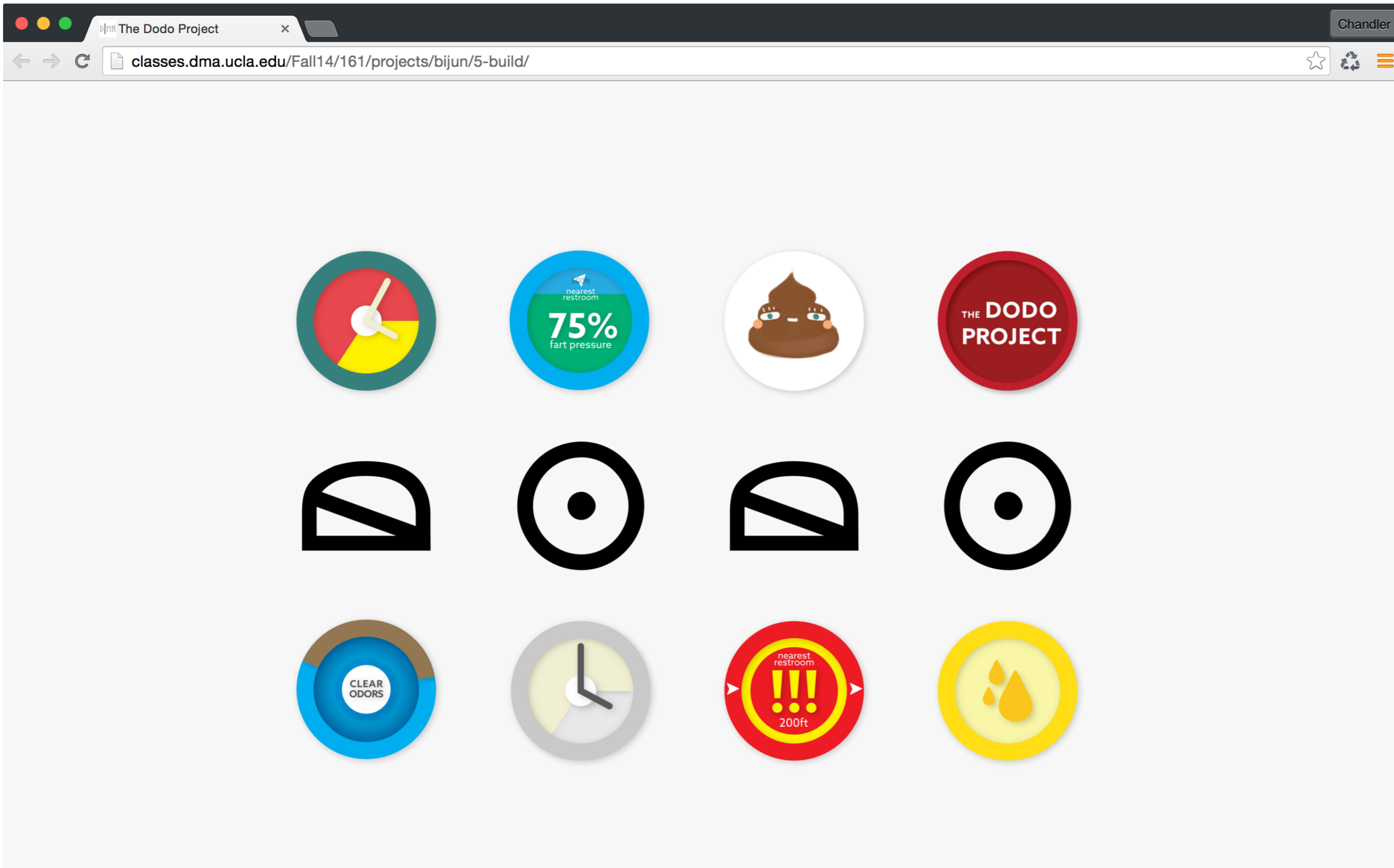
161 "Network Media"

Fall 2015



“NERV”
Danielle Hollander (undergraduate)

Website from a speculative future
UCLA Design Media Arts
161 “Network Media”
Spring 2015



"Dodo"

Bijun Liang (undergraduate)

Website from a speculative future

UCLA Design Media Arts

161 "Network Media"

Fall 2014



“Tap-Out Saga”

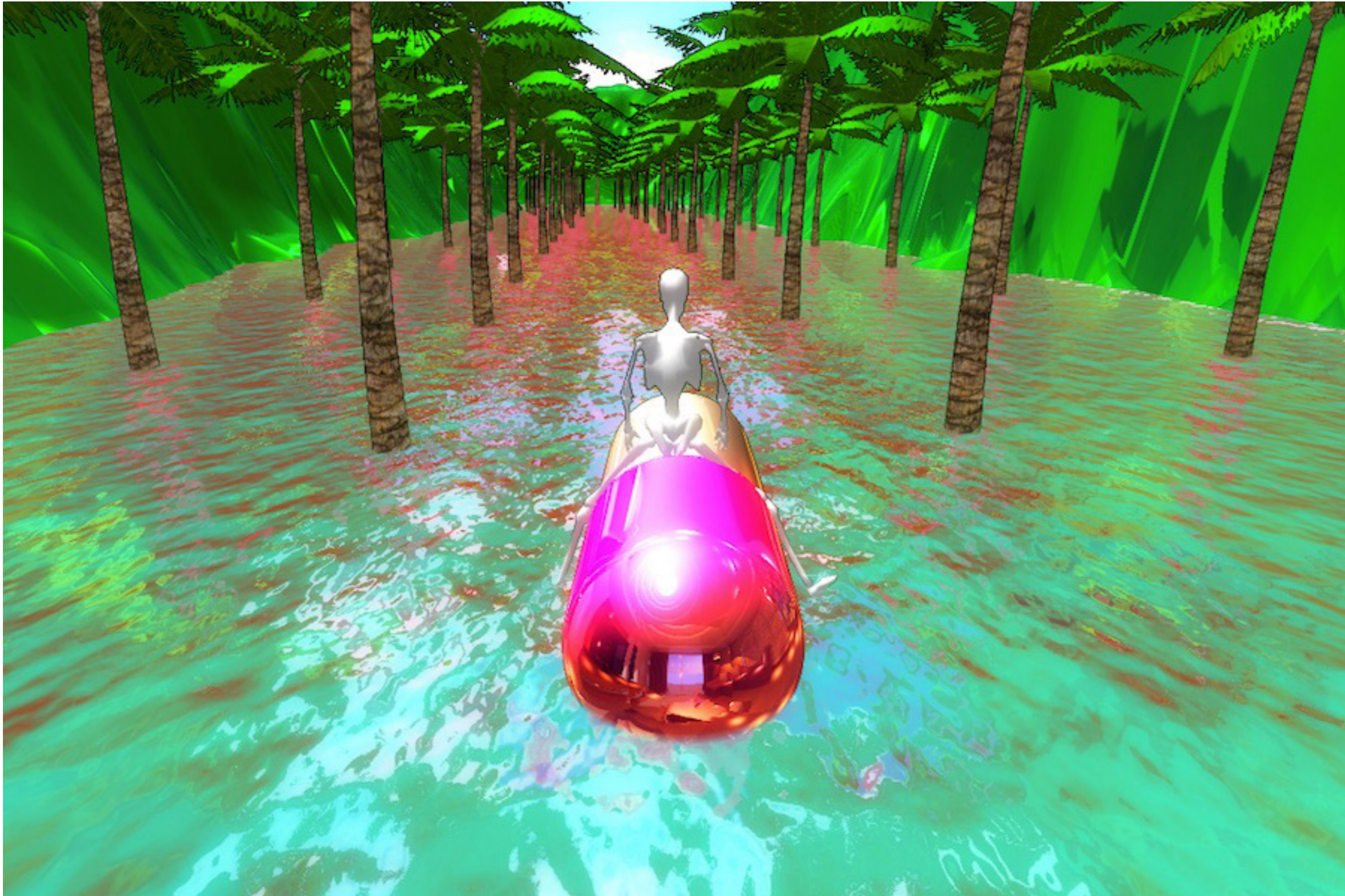
Nick Crockett (undergraduate)

iOS Game and enclosure.

UCLA Design Media Arts

159A “Interactivity & Games”

Spring 2014



“Apoptosis”

Kristyn Solie (undergraduate)

Unity Game and multi-screen installation.

UCLA Design Media Arts

159A “Interactivity & Games”

Spring 2014

“Language Personality Test”
Camella Daeun Kim (graduate)

Prints, custom software.

UCLA Design Media Arts

Independent Study

Spring 2014





“Rage Quit”

Camella Daeun Kim (graduate)

Mixed media audio installation.

UCLA Design Media Arts

Thesis Committee

Spring 2015



“The Mexico – United States Border”

Daniel Schwartz (graduate)

Accordion book.

UCLA Design Media Arts

Thesis Committee

Spring 2015



“Possible Structures”

Miguel Nóbrega (graduate)

Custo software, permanent marker on paper.

UCLA Design Media Arts

Thesis Committee

Spring 2015



“Battered Waifu”

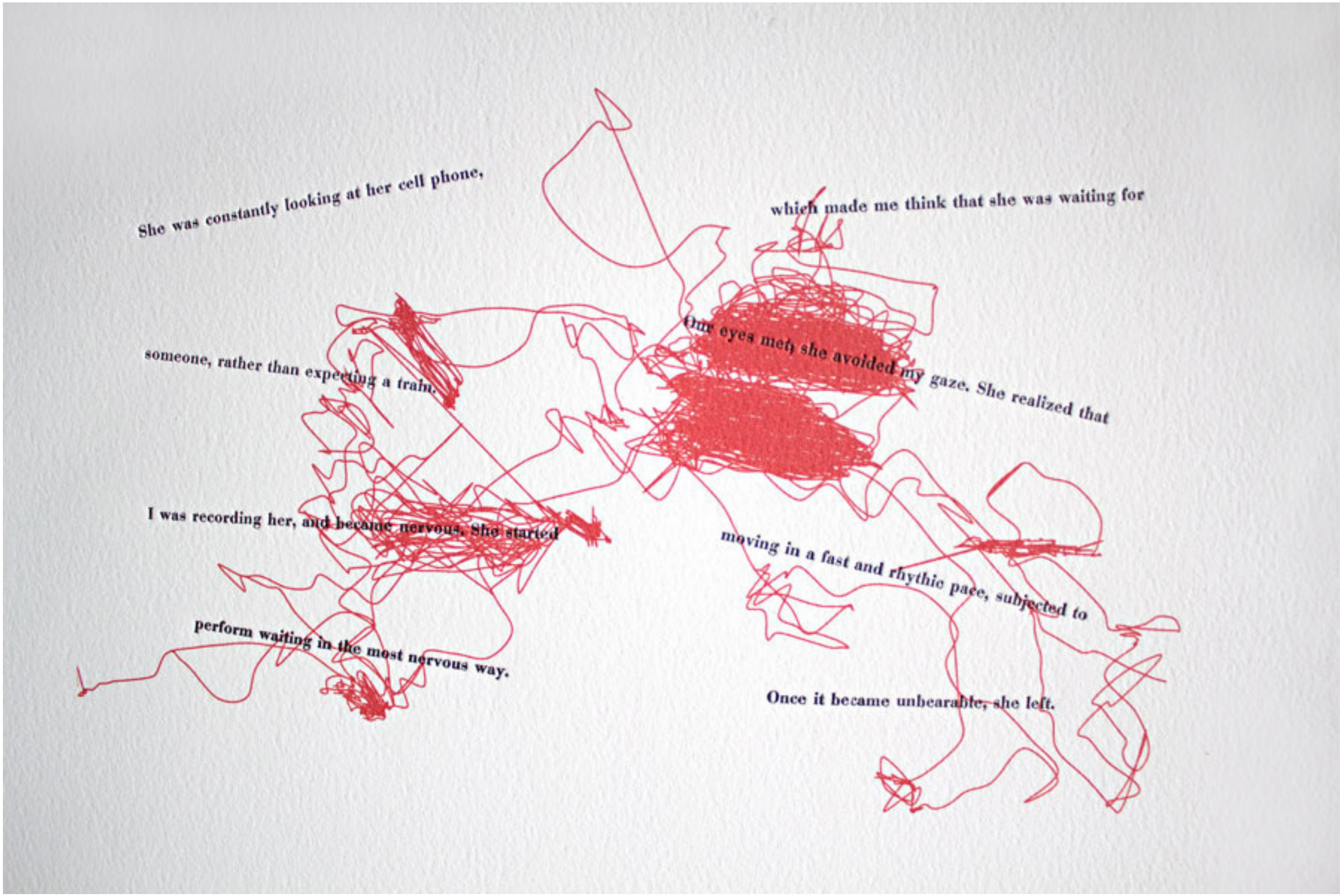
Alex Rickett (graduate)

Mattress, pillow, electronics.

UCLA Design Media Arts

252B “Programming Media II”

Winter 2014



She was constantly looking at her cell phone,

which made me think that she was waiting for

someone, rather than expecting a train.

Our eyes met, she avoided my gaze. She realized that

I was recording her, and became nervous. She started

moving in a fast and rhythmic pace, subjected to

perform waiting in the most nervous way.

Once it became unbearable, she left.

“358 Seconds Spent Together”

Melissanthi Saliba (graduate)

Letterpress and inkjet printing.

UCLA Design Media Arts

Thesis Committee

Spring 2010



“Machine Motion no.1 – Box from Home”

Eric Siu (graduate)

Kinetic Installation.

UCLA Design Media Arts

Thesis Committee

Spring 2010



“Between”

Yiyun Kang (graduate)

Canvas, video projection.

UCLA Design Media Arts

Thesis Committee

Spring 2009