



Clarkson™

Alex M. Lee

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Curriculum Vitae

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Academic Positions

- 2018 **Associate Professor**, Clarkson University, Digital Arts & Sciences Program, Potsdam, NY
2012 **Assistant Professor** (tenure track), Clarkson University, Digital Arts & Sciences Program, Potsdam, NY
2010 **Assistant Professor** (tenure track), Woosong University, Department of Digital Media Design, Daejeon, South Korea
2009 **Adjunct Assistant Professor**, The School of the Art Institute of Chicago, Chicago, IL

Education

- 2009 **MFA** The School of the Art Institute of Chicago emphasis Art & Technology
2005 **BFA** The School of the Art Institute of Chicago emphasis Photography

Gallery Representation

Gallery DOS, Seoul, Republic of Korea

Solo & Two Person Exhibitions

- 2018 *// lonely avatars*, curated by Frank Yefeng Wang, The Chazan Family Gallery, Rhode Island College, Providence, Rhode Island, USA
2017 *Everything from Here to Infinity*, curated by Mihyang Kim, Gallery DOS, Seoul Korea
2013 *Rendering Time*, two-person exhibition with artist Claudia Hart, curated by Mihyang Kim, Gallery DOS, Seoul, Korea
2012 *Temporalities*, curated by Mihyang Kim, Gallery DOS, Seoul, Korea
2009 *Manifold Structures*, curated by Justin Berry, Waymaker Gallery, New Calodon, Yorktown.
http://www.waymakergallery.com/shows/Lee01/Lee01_install.html

2009 *Epic Theater: New Work from Alex Lee*, February Gallery, curated by Jamilee Polson, Chicago, IL

Group Exhibitions

- 2019 *Elektra International Digital Art Festival*, with Canadian Artist Erin Gee, curated by Alain Thibault, Montreal, QC Canada
- 2019 *Digifest Interactive Zone*, as part of Creative Growth, curated by Meagan Budgell, Toronto, ON
- 2018 *Future Artifact*, curated by Laura Splan, Creative Tech Week, New York, NY
- 2018 *Digifest*, with Canadian Artist Erin Gee, curated by Tina Sauerlander, Goethe Institut, Toronto, ON Canada
- 2018 *Future Perfect*, as part of *Intersections: the 16th Biennial Symposium on Arts & Technology*, Hygienic Art Gallery, New London, CT
- 2017 *The Sands*, B3 Biennale, Frankfurt, Germany
- 2017 *Empty Vessels || Vulnerable Bodies*, curated by Doreen Rios, as part of The Wrong Biennale, <https://anti-materia.org/empty-vessels-eng>
- 2017 *Project H.E.A.R.T.*, a collaborative experimental video game with Erin Gee, curated by John G. Hampton and Maiko Tanaka, Trinity Square Video, Toronto, ON
- 2017 *The Real Fake 2.0*, curated by Rachel Clarke, Claudia Hart, Pat Reynolds, Connecticut College, CT
- 2017 *The Sands*, curated by Justin Berry, Essex Flowers Gallery, New York, NY
- 2017 *Rhythmic*, curated by Nozomi Kato, All Things Project Gallery, New York, NY
- 2016 *The Real Fake 2.0*, curated by Rachel Clarke, Claudia Hart, Pat Reynolds, The Bronx Art Space, Bronx, NY
- 2016 *ACM Siggraph, Digital Art Perspectives: Science of the Unseen*, curated by Phil Gough, Lindsay Zackeroff, Cynthia Beth Rubin, Anaheim, CA
- 2015 *Art + Technology*, curated by Brett Ian Balogh, Ann Arbor Art Center, Ann Arbor, MI
- 2015 *Xpace Video Screening*, curated by Adrienne Crossman, Xpace, Toronto, Canada
- 2015 *On Movement*, curated by Mihyang Kim, Gallery DOS, Seoul, Korea
- 2015 *Les Nocturnes Du Mac, X+1*, curated by Erin Gee, Benoit Palop, Sabrina Ratte, Tristan Stevens, Museum of Contemporary Art, Montreal, QC, Canada
- 2015 *North of the Blue Line*, curated by Catherine Tedford, Brush Gallery, St. Lawrence University, Canton, NY

- 2014 *2-D Sculptural Video*, curated by John G. Hampton, Trinity Square Video, Toronto, ON, Canada
- 2014 *Melting*, curated by Mihyang Kim, Gallery DOS, Seoul, Korea
- 2014 *The New Romantics*, curated by Claudia Hart, Katie Torn, & Nicholas O'Brien Eyebeam: Center for Art & Technology, New York, NY
- 2014 *On Location*, Biennial Symposium on Art & Technology at Ammerman Center, Connecticut College, New London, CT
- 2013 *Better Than Universe*, curated by Jinsang Yoo, Daegu Art Factory, Daegu, Republic of Korea
- 2013 *Prak-sis N3w M3dia mini Art Festival*, Chicago, IL
- 2013 *Axis International Art Festival*, Gallery DOS, Chicago, IL
- 2012 *Cyber Art Space*, curated by Dimitris Michalaros, Arts Action Kodra, online exhibition
- 2011 *The Aesthetics of the Fake*, group exhibition, curated by Rachel Clarke, William Paterson University, Wayne, NJ
- 2011 *Prak-sis Experimental Film Screening*, group exhibition, curated by Mi-yeon Kwon, Chicago, IL
- 2011 *The Aesthetics of the Fake*, group exhibition, curated by Rachel Clarke, Sacramento University Library Gallery, Sacramento, California
- 2010 *Prak-Sis [SMB Project]*, group exhibition, curated by Mi-yeon Kwon, Chicago, IL
- 2010 *Long Beach Island Foundation for the Arts and Sciences, National Juried Competition: Digital Works*, curated by Marisa Olson, Long Beach Island, New Jersey
- 2009 *Barewalls*, benefit auction for The School of the Art Institute of Chicago, IL
- 2009 *Art Chicago: NEXT Art Fair: Waymaker Gallery*, Merchandise Mart, Chicago, IL
- 2009 *Sugar: New Media Work, Around the Coyote Festival*, Chicago, IL
- 2009 *Graduating MFA Exhibition*, The School of the Art Institute of Chicago, IL
- 2009 *Mio Photo*, Mio Hall, Osaka, Japan
- 2008 *Wordplay*, South Side Community Art Center, Chicago, IL
- 2006 *Active Liberty*, SUG Gallery, SAIC, Chicago, IL
- 2005 *Everybody Paints!*, Parlour, Chicago, IL
- 2005 *Postcard Show*, The Contemporary Artists Center, North Adams, MA

- 2005 *Made in NA, MA*, The Contemporary Artists Center, North Adams, MA
- 2005 *Then & Now*, Gene Siskel Film Center, group show, Chicago, IL
- 2005 *Turn Over Across A Revolution*, G2 Gallery Space, group show, Chicago, IL
- 2005 *Nippon Awards Show*, Nippon Steel, Inc., Chicago, Illinois
- 2004 *Exquisite Pkknik*, Doubner Space, group show, Prague, Czech Republic
- 2004 *Social Alterations*, SAIC admissions gallery, group show, Chicago, Illinois
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Publications and Critical Reviews of Artwork

- 2018 *Project HEART: A Virtual Reality War Game Where Soldier Morale is Controlled by The Player's Real Emotions*, by Wagner James Au, New World Notes, Official Second Life Blog
<http://nwn.blogs.com/nwn/2018/03/vr-game-empathy-joy-project-heart-erin-gee.html>
- Radiance VR*, by Tina Sauerlander: <https://www.radiancevr.co/artists/alex-m-lee/>
- 2017 *VR and the Failure of Self-Help Technology*, Tatum Dooley, Canadian Art, December 7th
- Reach Out and Touch This Virtual Reality Art Installation*, by Ben Panko, Smithsonian Magazine, August 18th
- A VR Exhibition Pays Tribute to a Long-Gone Vegas Casino*, Benjamin Sutton, Hyperallergic, <https://hyperallergic.com/394786/a-vr-exhibition-pays-tribute-to-a-long-gone-vegas-casino/>
- Everything From Here to Infinity*, catalogue publication, Gallery DOS
- Asia Today*, <http://www.asiatoday.co.kr/view.php?key=20170724010011586>
- Artsum*, http://www.artsum.co.kr/ex_detail.php?num=2743
- Neolook*, <https://neolook.com/zb/view.php?id=post2005&no=239576>
- GalleryDOS Blog*, <http://blog.naver.com/gallerydos/221050461508>
- 2014 *Changing What Video Art Can Be*, Canadian Art, Bryne McLaughlin, October 17th
<http://canadianart.ca/reviews/2014/09/30/tsv/>
- Are Digital Artists Really the 21st Century's New Romantics?*, Paddy Johnson, Artnet News, April 23, 2014, <http://news.artnet.com/art-world/are-digital-artists-really-the-21st-century-s-new-romantics-11528>
- 19th Century Romanticism Gets an Update at Eyebeam's Group Show "The New Romantics", by Zach Sokol, April 18, 2014, http://thecreatorsproject.vice.com/en_uk/blog/photos-19th-century-romanticism-gets-an-update-at-eyebeams-group-show-the-new-romantics
- The New Romantics*, catalog publication by Metaverse Creativity, interview written by Nicholas O'Brien

- Better Than Universe*, catalog publication, forward written by Jinsang Yoo
- 2013 *Rendering Time*, exhibition catalogue, critical essay written by Nicholas O'Brien
- 2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Doctor's News, 5/13/13, Yoon Seo Ho
<http://www.doctorsnews.co.kr/news/articleView.html?idxno=87908>
- Claudia Hart & Alex M. Lee 'Rendering Time'*, Woman Daily, 5/10/13, Jeon Bo Yeon
<http://www.womandaily.co.kr/news/articleView.html?idxno=7163>
<http://blog.daum.net/womandaily/7104>
- Claudia Hart & Alex M. Lee 'Rendering Time'*, Kim Dal Jin Art Research Center,s
<http://www.daljin.com/?WS=21&BC=gdv&GNO=D008622&PHPSESSID=1af0a25414173fe00a25a5bcd0efc2bc>
- Claudia Hart & Alex M. Lee 'Rendering Time'*, Han Sa Bang Open World, 5/11/13,
<http://blog.daum.net/kenyoo21.gmail/2238>
- Daily Courier*, Potsdam, NY, 5/4/13
- 2012 *Alex M. Lee – Temporalities*, Korea Art Daily, 3/27/12,
http://www.artdaily.co.kr/sub_read.html?uid=1095§ion=sc2
- Gallery DOS artist Alex Lee in 'Temporalities'*, Korea Arts Journal, 4/01/12, Hyun In Jung,
http://www.koreaarttv.com/print_paper.php?number=8521
- Gallery DOS artist Alex Lee 'Temporalities'*, Korea Art TV, 3/26/12, Han Jung Kim,
http://www.koreaarttv.com/print_paper.php?number=8521
- Art of time regains in 'Temporalities'*, News Culture, 3/27/12, Kyung Min Lee,
http://www.newsculture.tv/sub_read.html?uid=24898
- Art & Design*, Union Press, 3/26/12, Jin Young Chae,
<http://www.unionpress.co.kr/news/detail.php?number=153533>
- Find Lost Time 'Temporalities'*, News Can, 3/27/12, Gang Tae Young,
<http://www.newscani.com/news/view.html?id=81891>
- Temporalities*, exhibition catalogue, critical essay written by Mihyang Kim
- Anti-Utopias*, by Sabin Bors, print publication
- Anti-Utopias*, by Sabin Bors, online publication, <http://www.anti-utopias.com/>
- 2010 *Reframing Photography*, by Rebekah Modrak and Bill Anthes, Routedledge Press (online version), <http://www.reframingphotography.com/artists/alex-m-lee>
- 2009 *Mio Photo* exhibition catalogue, Osaka, Japan
- 2008 *Wordplay* Exhibition Catalogue, Chicago, IL
- 2005 *Helix Magazine*, Winter Issue, New Britain, CT

Helix Magazine, Spring Issue, New Britain, CT

Nippon Steel, Inc. Annual Catalog

2004 *Featured Artists*, F News Magazine Chicago, IL

2003 *Featured Art*, Canton Connecticut Publication, Canton, CT

Selected Shows, The Hartford Advocate, Hartford, CT

Honors, Grants, & Public Collections

2019 **Clarkson Small-Grants Award**, with Dr. Andreas Wilke (Clarkson Psychology Department), 'A Virtual Reality Foraging Study'

2017 **St. Lawrence University** Richard F. Brush Gallery Permanent Collection

VTape Video Collection, Toronto, ON, Canada

Design and Development for Hudson River Estuarium Exhibit and Web Grant in collaboration with Dr. Peter Turner, Clarkson University, Department of Environmental Conservation, \$200,000 USD

2016 **Canada Arts Council Grant** in collaboration with artist Erin Gee as part of Trinity Square Video's VR themed commission co-sponsored by AMD, \$2500 CAD of a \$5000 CAD Grant

s[edition] Collection

Electric Objects Collection

2009 **MIO Photo**, Jurors Award, Osaka Japan

2007 **MFA Scholarship**, The School of the Art Institute of Chicago

2005 **BFA Graduating Fellowship Award Recipient**, SAIC

2005 **Nippon Steel U.S.A./School of the Art Institute Presidential Awards Competition**

Nippon Steel Permanent Collection

2003 **Merit Scholarship**, The School of the Art Institute of Chicago

2003 **Merit Incentive Scholarship**, The School of the Art Institute of Chicago

Teaching Experience

2019 *DA 200: Intro to Experimental 3D*, introductory three-dimensional computer modeling, computer animation, and experimental real-time engine course utilizing Maya, Mudbox and Unity with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY.

DA 491 Professional Practice: This is part one of the advanced studio sequence in which the DA&S major applies the knowledge and skills developed in the program to design a visual portfolio under the directed study of a specific faculty member.

DA 391: Virtual & Mixed Reality is an exploratory class which delves into the use of virtual reality devices such as the Oculus Rift and HTC Vive for interactive content creation. Students will explore a mix between real-time, 360 video, and pre-rendered methods in order to produce challenging content which will explore the potential of what can be achieved with these exciting new platforms. Emphasis will be placed on the experimental application of techniques.

DA 492: Senior Studies, is the capstone of the advanced studio sequence in which DA&S seniors integrate the knowledge and skills developed in the program to complete their portfolios by working independently on a large-scale project. Each student should choose the proper section, which correlates with the faculty member who they wish to work with for the semester.

DA 300: Virtual Mechanical & Organic Movement, intermediate level three-dimensional rigging and animation course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations, Clarkson University, Potsdam, NY

2018 *DA 391: Virtual & Mixed Reality* is an exploratory class which delves into the use of virtual reality devices such as the Oculus Rift and HTC Vive for interactive content creation. Students will explore a mix between real-time, 360 video, and pre-rendered methods in order to produce challenging content which will explore the potential of what can be achieved with these exciting new platforms. Emphasis will be placed on the experimental application of techniques.

DA 491 Professional Practice: This is part one of the advanced studio sequence in which the DA&S major applies the knowledge and skills developed in the program to design a visual portfolio under the directed study of a specific faculty member.

DA 200: Intro to Experimental 3D, introductory three-dimensional computer modeling, computer animation, and experimental real-time engine course utilizing Maya, Mudbox and Unity with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY.

DA 392 Special Topics: Digital Photography/Imaging, an investigation of the medium of digital photography as a tool towards personal and artistic expression. Visual photographic literacy and theory is a critical aspect of contemporary photographic practice and will be integrated within the course.

2017

DA 500: Directed Study & Collaborative Projects involves the creation of advanced projects under the guidance of the instructor. Topics may include but are not limited to: data visualization, scientific visualization, UI/UX interface design & app development, outreach projects structured around STEM Education, and STEM based virtual reality experiences.

DA 492: Senior Studies, is the capstone of the advanced studio sequence in which DA&S seniors integrate the knowledge and skills developed in the program to complete their portfolios by working independently on a large-scale project. Each student should choose the proper section, which correlates with the faculty member who they wish to work with for the semester.

DA 300: Virtual Mechanical & Organic Movement, intermediate level three-dimensional rigging and animation course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations, Clarkson University, Potsdam, NY

DA 491 Professional Practice: This is part one of the advanced studio sequence in which the DA&S major applies the knowledge and skills developed in the program to design a visual portfolio under the directed study of a specific faculty member.

DA 200: Intro to Experimental 3D, introductory three-dimensional computer modeling, computer animation, and experimental real-time engine course utilizing Maya, Mudbox and Unity with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY.

DA 212: Art in Context, a critical exploration of the key themes, ideas, and dialogues that inform and guide contemporary art practices. Through readings, writing, and discussions, students will analyze artists and art movements through both historical and theoretical perspectives with a special emphasis on the position of new media technologies in contemporary art and culture, Clarkson University, Potsdam, NY

DA 420: Digital Arts Independent Study: experimental video game

2016

DA 200: Intro to Experimental 3D, introductory three-dimensional computer modeling, computer animation, and experimental real-time engine course utilizing Maya, Mudbox and Unity with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY.

DA 491 Professional Practice: This is part one of the advanced studio sequence in which the DA&S major applies the knowledge and skills developed in the program to design a visual portfolio under the directed study of a specific faculty member.

DA 300: Virtual Mechanical & Organic Movement, intermediate level three-dimensional rigging and animation course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations, Clarkson University, Potsdam, NY

DA 492: Senior Studies, is the capstone of the advanced studio sequence in which DA&S seniors integrate the knowledge and skills developed in the program to complete their portfolios by working independently on a large-scale project. Each student should choose the proper section, which correlates with the faculty member who they wish to work with for the semester.

2015

DA 392 Special Topics: Digital Photography/Imaging, an investigation of the medium of digital photography and its expanded practice as a tool towards personal and artistic expression – expanded in the sense that video and traditional wet processes will be acceptable towards use within the digital photographic purview. Visual photographic literacy and theory is a critical aspect of a contemporary photographic practice and will be integrated within the course.

DA 300: Virtual Mechanical & Organic Movement, intermediate level three-dimensional rigging and animation course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations, Clarkson University, Potsdam, NY

DA 200: Intro to Experimental 3D, introductory three-dimensional computer modeling, computer animation, and experimental real-time engine course utilizing Maya, Mudbox and Unity with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY.

DA 491 Professional Practice: This is part one of the advanced studio sequence in which the DA&S major applies the knowledge and skills developed in the program to design a visual portfolio under the directed study of a specific faculty member.

DA 423 Independent Study: graphic design

DA 400: Advanced Topics in 3D, advanced level course directed towards students' investigation towards a project of their own design. Students develop a series of individual or collaborative projects with instructor guidance.

2014

DA 200: Intro to Experimental 3D, introductory three-dimensional computer modeling and computer animation course using Maya with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY

DA 212: Art in Context, a critical exploration of the key themes, ideas, and dialogues that inform and guide contemporary art practices. Through readings, writing, and discussions, students will analyze artists and art movements through both historical and theoretical perspectives with a special emphasis on the position of new media technologies in contemporary art and culture, Clarkson University, Potsdam, NY

DA 420 Independent Study: character design and facial rigging

DA 400: Advanced Topics in 3D, advanced level course directed towards students' investigation towards a project of their own design. Students develop a series of individual or collaborative projects with instructor guidance.

DA 300: Virtual Mechanical & Organic Movement, intermediate level three-dimensional rigging and animation course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations, Clarkson University, Potsdam, NY

DA 412: Advanced Topics in 3D, advanced level course directed towards students' investigation towards a project of their own design. Students develop a series of individual or collaborative animation projects with instructor guidance.

Comm 420 Independent Study: digital photography

2013

DA 200: Intro to Experimental 3D, introductory three-dimensional computer modeling and computer animation course using Maya with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY

DA 212: Art in Context, a critical exploration of the key themes, ideas, and dialogues that inform and guide contemporary art practices. Through readings, writing, and discussions, students will analyze artists and art movements through both historical and theoretical perspectives with a special emphasis on the position of new media technologies in contemporary art and culture, Clarkson University, Potsdam, NY

DA 400: Advanced Topics in 3D, advanced level course directed towards students' investigation towards a project of their own design. Students develop a series of individual or collaborative projects with instructor guidance.

DA 300: Virtual Mechanical & Organic Movement, intermediate level three-dimensional rigging and animation course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations, Clarkson University, Potsdam, NY

DA 412: Advanced Topics in 3D, advanced level course directed towards students' investigation towards a project of their own design. Students develop a series of individual or collaborative animation projects with instructor guidance.

DA 420: Digital Arts Independent Study: character design and body rigging

2012

DA 200: Intro to Experimental 3D, introductory three-dimensional computer modeling and computer animation course using Maya with the integration of the Basic Bauhaus course developed by Johannes Itten. Clarkson University, Potsdam, NY

DA 400: Advanced Topics in 3D, advanced level course directed towards students' investigation towards a project of their own design. Students develop a series of individual or collaborative projects with instructor guidance.

Animation/Motion Graphics, introductory 3D animation and motion graphics course involving Autodesk Maya and Adobe After Effects, Woosong University, Daejeon, Korea

Photography I (two sections), beginning photography course for freshmen directed towards basic photography skills, photographic meaning, and modern photographic history, Woosong University, Daejeon, Korea

2011

Animation & Motion Graphics (winter session), introductory animation class utilizing Adobe After Effects and Autodesk Maya, Woosong University, Daejeon, Korea

Special Topics: The Virtual Camera, advanced photography/digital media course directed towards integrating 3D objects into photographic imagery and rendering for photographic output, Woosong University, Daejeon, Korea

Photography II (four sections), intermediate photography course directed towards developing printing and lighting skills as well as developing a body of creative photography work, Woosong University, Daejeon, Korea.

Contemporary Architecture Theory: On the Intersection Between Media Art & Architecture, first-year graduate level Architecture course co-taught with Architect and Professor Haewook Lee on media architecture, Woosong University, Daejeon, Korea

Photography I (two sections), beginning photography course for freshmen directed towards basic photography skills, photographic meaning, and modern photography history, Woosong University, Daejeon, Korea

Computer Design II (two sections), intermediate level computer design skills for students involving Adobe Photoshop, Illustrator, and In Design, Woosong University, Daejeon, Korea

2010 *Introduction to 3D Design*, a three-dimensional computer modeling and animation course involving 3D Max and Maya both developed by Autodesk. Woosong University, Daejeon, Korea

Introduction to Computer Design (two sections), a practical introductory two-dimensional computer design course involving developing skills in Adobe Photoshop & Illustrator. Woosong University, Daejeon, Korea

2009 *Intro to Experimental 3D (two sections)*, introductory three-dimensional computer modeling and computer animation course using Maya with the integration of the Basic Bauhaus course developed by Johannes Itten. The School of the Art Institute of Chicago

Wired Digital Imaging (two sections), Intensive First Year Freshman course involving web publishing and digital imaging techniques utilizing Photoshop, HTML, and Dreamweaver. The School of the Art Institute of Chicago

Teaching Assistant, Intro to Experimental 3D, Claudia Hart, The School of the Art Institute of Chicago

2008 *Visiting Lecturer*, Korean Graduate Student Association, SAIC, Chicago, IL

Teaching Assistant, Contemporary Practices: Photography, Aimee Beaubien, The School of the Art Institute of Chicago

Teaching Assistant, Photo Field Trip, Patty Carrol, The School of the Art Institute of Chicago

Professional & Research Experience

2018 Advisor to upper division major Schuyler Meyer in developing virtual reality based cognitive psychology experiment for Dr. Andreas Wilke (psychology department), a VR based search task with resulting data for analysis

Advisor to upper division major Marcus Moser in contributing to DEC funded Hudson River VR storytelling project

A Speculative Virtual to Augmented Southern Monuments Project (for Microsoft Holo with derivative smart device deliverables), a Virtual & 360 Mixed Reality Class Project, in

collaboration with Dr. Lisa Propst (Co-Inv) & Dr. Chris Robinson's (Co-Inv) *Violence and Reconciliation Class* & Dr. Jen Ball's (Co-Inv) *Social Documentation Class*, Clarkson University, Potsdam, NY. National Endowment for the Humanities Digital Humanities Grant (Pi and awaiting submission result)

Content development for Digibit Smartphone Hand Controllers, a *Virtual & 360 Mixed Reality Class Project*, Clarkson University, Potsdam, NY

- 2017 Co-Advisor to DEC funded, data-driven, virtual reality project in collaboration with Alex Macri
- 2016 **Submerge Festival**, support activity for graduate student Allison Montroy as part of the McHenry Hudson Valley Award and Beacon Institute's STEM education outreach program, New York, NY
- 2016 **The Laboratory**, virtual reality themed artist residency, Spokane, WA
- 2016 **Pier 26 NYC Interpretive Exhibition Plan**, committee member and co-researcher in collaboration with members of New York Hall of Science, Beacon Institute, and Union Graduate College, Clarkson University
- 2016 **SIGGRAPH: Science of the Unseen**, panelist moderated by Phil Gough alongside other members of group exhibition during SIGGRAPH Conference, Anaheim, CA
- 2016 **Beacon Institute Interactive STEM Education Scientific Storytelling Project** - as part of McHenry Hudson Valley Award, advisor to graduate student Allison Montroy, Clarkson University & Beacon Institute
- 2016 **FPPM VR**, collaboration with Natasha Banerjee & student Trevor Lang as part of her Human Computer Interaction Class within the CS Department, Clarkson University
- 2015 **SUNY Potsdam All-Student Exhibition**, juror, The Gibson Gallery, Potsdam, NY
- 2015 **Residency at Institute for Electronic Arts at Alfred University**, Alfred, NY
- 2014 **co-organizer and moderator** in collaboration with professor Janice Searleman (Computer Science Faculty), *Crossroads of Art and Science*, David A. Walsh Mini-Conference, Clarkson University, Potsdam, NY
- 2014 **master class workshop: 3D modeling/animation**, Trinity Square Video, Toronto, Canada
- 2014 **commission-based residency**, Trinity Square Video, Toronto, Canada
- 2013 **photography club advisor** (ongoing), Clarkson University, Potsdam, NY
- 2013 **public lecture: "The Virtual Image: Representing the Uncanny"**, Axis International Art Festival, Chicago, IL
- 2012 **Micromechanical Etiology of Vertebral Compression Fracture: Data-Driven Computer Visualization Can Motivate Fracture-Prevention Activities** (not funded), National Institutes of Health (NIH), Co-Pi in collaboration with Dr. Stacey Zeigler, Dr. Laurel Kuxhaus, Dr. Kathleen Issen, Dr. Philip Yuya

- 2011 **public lecture: “A Modern Lightness: Interpretations on Modernity, Light, & Time”**, KoIAN (Korea Interdisciplinary Arts Network), Seoul, South Korea
- 2011 **public lecture: “After Magritte: Computer Graphics Today”**, Woosong University, Daejeon, South Korea
- 2009 **Photographic Assistant**, Hedrich Blessing Photographers, Chicago, IL
- 2009 **Art Photographer, Editor and Videographer**, DZINE INC., Chicago, IL
- 2007 **Aerial Photographer/Digital Imaging Specialist**, Sidwell Company, St. Charles, IL
- 2006 **Advertising photography**, Eckhart Kollack LLC, Chicago, IL
- 2006 **Advertising photography**, Empyrean, Hong Kong
- 2005 **Artist-In-Resident**, The Contemporary Artists Center, North Adams, MA
- 2004-5 **SAIC Coordinator**, Chicago, IL
- 2005 **Advertising photography & design**, Po Yuen Tong, Hong Kong
- 2003-4 **Photo-Chemist**, Department of Photography, SAIC
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Technical Experience

areas of expertise: art + technology studies, experimental 3D animation, digital & film photography, large format photography, digital retouching & compositing, Cibachrome & B/W Printing, video theory & practice, physical computing, virtual character modeling, animating, rigging, texturing, facial animation, lighting in a virtual CGI environment as well as traditionally lens-based, 3D printing, CNC milling audio recording and production, modular synthesis, foley sound, virtual reality

programming: C/C++, C#, MEL, Python, HTML, CSS, Javascript

tools: Raspberry PI, Makerbot Replicator series printers, Oculus Rift, Keith’s Image Stacker, Crazy Bump, Backburner Render Farm, Mental Ray, Renderman, Trapcode

platforms: Linux, Mac OS, Windows, DOS

software packages: Autodesk Maya, 3D Max, Mudbox, ZBrush, Unity, Unreal, Blender, Rhino, Processing, Adobe Creative Suite, Final Cut Pro, Reaper, Audition, Microsoft Office, Keynote, Digital Universe, Trapcode, Corel Painter 2017

languages: English (native), Korean (intermediary)

other: classically trained pianist, violinist, studied classical music and composition at University of Hartford Community Division with Sima Brodsky

Institutional & Public Service

Digital Arts & Sciences / Comm & Media Open House (6 events)

Participation in ongoing development of Digital Arts & Sciences recruitment efforts

- Investigation into inclusion in National Association of Schools of Art & Design
- Involved with providing promotional materials for website and open house

Committee Member on Two Communication & Media Department Hires (2015)

Human Computer Interaction with Natasha Banerjee, faculty advisor for student project (2016)

Photography Club Advisor (2013 - onwards)

Walsh Arts & Sciences Seminar Committee Member (2016 – ongoing)

- Poster design for advertising visiting professional talks

Walsh Mini-conference Co-Organizer (Fall 2014) in collaboration with Professor Janice Searleman (Computer Science)

- Event to facilitate dialogue surrounding the synergy of art & science
- Presenters involved national and international artists and scientists

Juror, SUNY Potsdam Art Department, selection & writing of successful group exhibition (2015)

Ongoing involvement in Digital Arts & Sciences equipment upgrades and acquisition

- Render Farm Upgrades
- Upgrades to CEC Side Lab
- Incorporation of virtual reality equipment and software
- Incorporation of 3D printing equipment
- Incorporation of digital photography and photographic printing facilities

Pier 26 / Center for Estuarine Science committee member involved with development of an interpretive plan in collaboration with members of New York Hall of Science and Hudson River Trust (2016)

Co-advisor along with Seema Rivera (Union College) to Allison Montroy (Data Analytics graduate student) for McHenry Award Project

- Debut at Beacon Institute Fall of 2016
- Inclusion of Project at Submerge Festival in New York City Fall of 2016

Honors Thesis Review for Nicklas Kenyon, experimental video game *Dimension* (2017)

Co-advisor to DEC funded, data-driven, virtual reality experience conveying aspects of the Hudson River Estuary environment, advisor to Alex Macri (computer science graduate student) along with Dr. Peter Turner (Institute for STEM Education) and Dr. Kathleen Kavanagh (Institute for STEM Education), 2017 – ongoing

- Acquisition of a portable immersive reality inflatable dome towards project, a \$23,700 ask (2018)

Investigation in the creation of a Masters of Education in Digital Arts Program with Dr. Peter Turner and Dr. Catherine Snyder (Union College), 2018

Tenure review for candidate Angela Ferraiolo, Sarah Lawrence College, Visual & Studio Arts (2018)

Gaming Club Advisor (2019 - onwards)

Professional Affiliations

New Media Caucus Member

College Art Association Member

Trinity Square Video Member

Asian American Arts Alliance Member

ACM Siggraph Member