

Alex Minwoo Lee (알렉스 민우 이)
<https://alexmlee.com> / alex@alexmlee.com

Curriculum Vitae
office tel: 315-268-4205

Academic Positions

- 2023 **Assistant Professor**, ASU Herberger Institute for Design and the Arts Animation Department with affiliated position at Mesa City Immersive eXperience Center, Tempe & Mesa City, AZ
- 2018 **Associate Professor**, Clarkson University, Digital Arts & Sciences Program, Potsdam, NY
- 2012 **Assistant Professor**, Clarkson University Digital Arts & Sciences Program Potsdam, NY
- 2010 **Assistant Professor**, Woosong University 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 & Digital Imaging
-

Solo & Two Person Exhibitions

- 2022 *Everything from Here to Infinity*, curated by Shinjiro Saito, Gallery Hakusen (白線), Tokyo, Japan
- 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 (도스), Seoul, Korea
- 2013 *Rendering Time*, two-person exhibition with artist Claudia Hart, curated by Mihyang Kim, Gallery DOS (도스), Seoul, Korea
- 2012 *Temporalities*, curated by Mihyang Kim, Gallery DOS (도스), 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

- 2022 *Paris/Berlin Recontres Internationales: VR Lab, 'the Fold: episode I'*, curated by by Nathalie Henon and Jean-Fracois Rettig, Haus der Kulturen der Welt, Berlin, Germany
- 2022 *New Images Festival: XR Art Fair*, programmed by Josephine Bories, Paris, France
- 2022 *Paris/Berlin Recontres Internationales: VR Lab, 'the Fold: episode I'* world premiere, curated by Nathalie Henon and Jean-Fracois Rettig, Paris, France
- 2021 *Paris/Berlin Recontres Internationales: 360 Video/AR/VR/XR Programme, 'the Fold: episode I'* world premiere, curated by Nathalie Henon and Jean-Fracois Rettig, Berlin, Germany (cancelled due to Omicron)
- 2021 *Paris/Berlin Recontres Internationales: 360 Video/AR/VR/XR Programme, 'the Fold: episode I'* world premiere, curated by Nathalie Henon and Jean-Fracois Rettig, Paris, France (postponed due to programming issues related to Covid)
- 2020 *L.E.V. Matadero (Festival de Electronica Visual y Experiencias Inmersivas)*, Madrid, Spain
- 2020 *Off the Screen!* Ann Arbor Film Festival, Ann Arbor, Michigan (cancelled due to Covid-19)
- 2020 *The 6th International Exhibition of New Media Art*, CICA Museum, Gimpo, Korea
- 2020 *The Artist Project Contemporary Art Fair*, curated by Miriam Arbus and sponsored by Telegenic, Better Living Centre, Toronto, ON
- 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 Piknik*, Doubner Space, group show, Prague, Czech Republic
- 2004 *Social Alterations*, SAIC admissions gallery, group show, Chicago, Illinois

Past and *Current Representation

**OUTPUT*, Shanghai, China
Gallery DOS, Seoul, Korea
 **VTape*, Toronto, Canada

**Radiance VR*, online research platform
Sedition, online commercial platform
Electric Objects, online commercial platform

Press, Publications & Critical Reviews of Artwork

- 2022 Eric J. York, Lisa Propst, Rebecca Pelky, Jennifer L. Ball, Alex M. Lee, and Phillip White-Cree. *Stories from the Circle: Extended Reality (XR), Posthumanism, and Decolonizing the Design of Communication*. In Proceedings of the 40th ACM International Conference on Design of Communication (SIGDOC '22). Association for Computing Machinery, New York, NY, USA, 143–148.

Alex M. Lee, Lisa Propst, Eric J. York, Phillip White-Cree, Rebecca A. Pelkey, Jennifer L. Ball.. *Stories from the Circle: Augmented Reality as Boundary Infrastructure for Decolonizing the Site of Monuments*, In Proceedings of 17th Biennial Symposium on Arts & Technology: Contact, New London, CT

Su Hyun Nam, Alex M. Lee, Sanglim Han, Jason Eppink. *Possibilities of the virtual in digital space; Rethinking bodies, cognition, and values in Metaverse*. In Proceedings of 27th International Symposium on Electronic Arts (ISEA): Possibles, Barcelona, Spain

- 2021 *Project H.E.A.R.T.*, with Erin Gee, Slanted Magazine, Spring/Summer Issue 37: Artificial Intelligence, Germany
- 2020 Erin Gee, Alex M. Lee, Sofian Audry, *Playing with Emotions: Biosignal-based Control in Virtual Reality Game 'Project H.E.A.R.T.'*, In Proceedings of 26th International Symposium on Electronic Art (ISEA): On Sentience, Montreal, QC
- 2019 Noah Chicoine, Megan Porga, Belsena Hall, Sara Moran, Katelynn Mays, Schuyler Meyer, Alex M. Lee, Andreas Wilke, *Using Virtual Reality to Study Human Foraging Behavior*, Psychonomic Society 60th Annual Meeting, Montreal, QC
- Elektra celebrates art at the intersection of Humanity and Technology*, Nora Rosenthal, CULT MTL
- Reflections on Montreal's Elektra Festival, its twentieth edition, and the exhibition of digital media art*, Ger Zielinski, Neccus
- 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-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, Daegu Media Art ZKM, forward written by Jinsang Yoo

2013 *Rendering Time*, exhibition catalogue, Gallery DOS, 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>

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, 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

- 2022 **North Country Children’s Museum Permanent Collection**
Leveraging Virtual Reality to Enable Cooperative Problem-Based Learning in Undergraduate Neuroscience Courses, Unity XR Meta Grant (Pi), with Dr. Lauren Petley (Pi), Dr. Johndan Johnson-Eilola (Pi), \$120,000
Understanding Aesthetic & Practical Parameters of Reinforcement Learning (machine learning) in Digital Arts (Co-I), with Dr. Sofian Audry (UQAM) (Pi), Dr. Samuel Bianchini (EnsAD) (Co-I), Dr. Nicolas Bernier (UdeM), transversal methodological research axis by: Paquin & Millerand (UQAM) (Co-Is), Canadian Social Sciences & Humanities Research Council: Insight Development Grant, \$74,837 CAD
Humanities NY: Vision Grant, with Dr. Lisa Propst, Dr. Phillip White Cree, Dr. Rebecca Pelkey, Dr. Eric York and Dr. Jennifer Ball from Clarkson University’s Small Research Grants Award Initiative, ‘*Augmented Stories from the Circle: Perspectives on a Syracuse Monument* (alpha build/distributable/public facing initiatives for impact), \$1500 USD
- 2021 **Clarkson Small-Grants Award**, with Dr. Lisa Propst, Dr. Phillip White Cree, Dr. Rebecca Pelkey, Dr. Eric York and Dr. Jennifer Ball from Clarkson University’s Small Research Grants Award Initiative, ‘*Augmented Stories from the Circle: Perspectives on a Syracuse Monument* (alpha build/distributable/public facing initiatives for impact), \$5000 USD
- 2020 **Clarkson Small-Grants Award**, with Dr. Lisa Propst, Dr. Phillip White Cree, Dr. Chris Robinson, Dr. Jennifer Ball from Clarkson University’s Small Research Grants Award Initiative, ‘*Augmented Stories from the Circle: Perspectives on a Syracuse Monument* (beta build/prototype), \$5000 USD
- 2019 **Clarkson Small-Grants Award**, with Dr. Andreas Wilke (Clarkson Psychology Department), ‘A Virtual Reality Foraging Study’, \$2590 USD

- 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, New York State 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
- 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

Artist Residencies

- 2021 **Harvestworks**, Workspace Residency, New York, NY
- 2016 **The Laboratory**, virtual reality themed artist residency, Spokane, WA
- 2015 **Institute for Electronic Arts at Alfred University**, support based residency, Alfred, NY
- 2014 **Trinity Square Video**, commission-based production residency, Toronto, Canada \$1350 and production support with exhibition
- 2005 **The Contemporary Artists Center**, North Adams, MA

Public Lectures & Presentations

- 2022 *VR Showcase: Everything from Here to Infinity*, North Country Children's Museum, Potsdam, NY
- Ammerman Center Symposium: Contact, Stories from the Circle: AR as Boundary Infrastructure for Decolonizing the Site of Monuments*, paper presentation, New London, CT
- Imbuing Agents with Qi (氣) Through Vital Digital Energy*, Future Bodies Symposium, Virginia Tech, Blacksburg, VA
- Embracing Contradictions*, Impossible Projects Symposium, *Stories from the Circle* panelist with Dr. Lisa Propst, Dr. Jennifer Ball, and Dr. Eric York

Possibilities of the virtual in digital space; Rethinking bodies, cognition, and values in Metaverse, International Symposium on Electronic Arts: Possibles, panelist with Sanglim Han, Jason Eppink, Alex Lee and Yvette Granata moderated by Su Hyun Nam, Barcelona, Spain

2021 *DXARTS 450: Artist Talk and Workshop*, by invitation from Professor Chanhee Choi, Digital Arts & Experimental Media Program at the University of Washington, online

Syracuse University Colloquium Series: The Relationship Between Humans and Technology, moderated by Professor Susannah Saylor, online

2020 *Immersive Learning Research Network: Vision 2020*, artist talk, moderated by Justin Berry and Johannes DeYoung, online

VRTO: Virtual & Augmented Reality World Conference & Expo, Mozilla HUBS artist talk, moderated by Miriam Arbus, online

2016 *SIGGRAPH: Science of the Unseen*, panelist moderated by Phil Gough alongside other members of group exhibition during SIGGRAPH Conference, Anaheim, CA

2013 *The Virtual Image: Representing the Uncanny*, Axis International Art Festival, Chicago, IL

2011 *A Modern Lightness: Interpretations on Modernity, Light, & Time*, Korea Interdisciplinary Arts Network (KOIAN), Seoul, South Korea

2008 Artist Lecture, Korean Graduate Student Association, SAIC, Chicago, IL

Course Repertoire: Clarkson University, Digital Arts & Sciences Program (*indicates created)

**Machine Learning for Animation & XR* is a graduate level practicum which leverages machine learning methods in expressive animation and its presentation in extended reality platforms. The class will focus on the potential of sentient agent performances using reinforcement learning. Experience with 3D computer modeling and object-oriented programming for real-time engines required. (in development)

**Theories in Contemporary Animation & XR* is a graduate level seminar involving the critical examination of critical theory and postmodern issues as it relates to contemporary animation and its extension into VR/AR/IR/MR. The course will be broken down into key themes as they relate to issues surrounding animation and its practice which include but are not limited to: perspective & the gaze, technical images & information, semiotics & hypertext, simulacra & simulation, queer & cyborg theory, the virtualized body & embodiment, affordance, empathy & presence, algorithms & emergence, artificial intelligence & bots. (proposed as a two-part sequence)

**DA 500: Directed Study & Collaborative Projects* is a graduate level practicum involving 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 491: Professional Practice 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 400: Advanced Topics in 3D is 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 392: Digital Photography/Imaging* is an investigation of the medium of digital photography and imaging as a tool towards personal and artistic expression. Visual photographic literacy and theory is a critical aspect of contemporary photographic imaging practice and will be integrated within the course.

**DA 342: 3D Character Design, Sculpting and Rigging*, students will conceptualize, design and digitally paint 2D characters and realize them as high polygon sculpted 3D models. Methods for sculpting, baking and retopology will be covered for high-fidelity characters in preparation for rigging. Advanced rigging methods will be introduced for full character dialogue and expressive movement. Students will be required to purchase a small digital Wacom tablet to realize their designs.

**DA 341: Animating & Visualizing Information & Data* involves representing data and information as a means of linear and non-linear storytelling. Flat, time-series, spatial and other types of data will be rendered into 3D and interactive applications. Various methods will be introduced, but all will involve creating a data reader, parsing data and representing said data in the 3D space in an innovative and experimental fashion. Immersive applications to given examples will be privileged.

**DA 340: Virtual, Augmented, Mixed, & Immersive 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 rendered methods 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 300: Virtual Mechanical & Organic Movement*, intermediate level three-dimensional rigging and animating course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations.

DA 225: Digital Painting & Illustration is a studio course which teaches painting and illustration through the use of digital tools such as the computer and pen tablet. This course builds on the student's previous knowledge of color theory, drawing, and design. This course will introduce a raster-based media that facilitates the digital creation of concept art, storyboards, 2D painting, 3D textures, environment design and character design. Students will be required to purchase a small digital Wacom tablet to realize their designs.

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.

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.

Course Repertoire: Woosong University, Digital Media Design Department

**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.

Animation/Motion Graphics, introductory 3D animation and motion graphics course involving Autodesk Maya and Adobe After Effect with the integration of the Bauhaus Basic course developed by Johannes Itten

Photography I (two sections), beginning photography course for freshmen directed towards basic photography skills, conceptual photography development, and introduction to modern photography history.

Photography II (two sections), intermediate photography course directed towards developing lighting and printing skills as well as developing a creative body of photographic work.

**Computer Design II* (two sections), intermediate level computer design skills for students involving Adobe Photoshop, Illustrator, and InDesign. Topics covered include typography, layout, information design, front-end user experience design

**Computer Design I* (two sections), intro level computer design skills for students involving Adobe Photoshop, Illustrator, and InDesign. Topics covered include pixel art, photographic compositing, vector-based design, Bauhaus principles and the application of color theory

Course Repertoire: The School of the Art Institute of Chicago, Art & Technology Department

Intro to Experimental 3D (two sections), introductory three-dimensional computer modeling and animation course utilizing Maya with the integration of the Basic Bauhaus course developed by Johannes Itten.

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.

Student Work in Festivals

2019 Student Emma Atkinson VR Experience *You Twist My Words* in international festival: Digifest Interactive Zone, Toronto, ON, Canada

Capstone, Honors Thesis Supervision & Review (Undergraduate)

2021 Honors thesis review, Kalen Bjerga, (BS in Digital Arts & Sciences)
2020 Honors thesis advisor, Autumn Rose Lennon, (BS in Engineering and DA&S Minor)
2019 Honors thesis review, Schuyler Meyer, (BS in Computer Science and Digital Arts & Sciences)
2018 Honors thesis review, Nicklas Kenyon, (BS in Computer Science and Digital Arts & Sciences)

Transdisciplinary & Collaborative Research Projects

- 2021 *Leveraging Virtual Reality to Enable Cooperative Problem-Based Learning in Undergraduate Neuroscience Courses* (Co-I), with Dr. Lauren Petley (PI) Dr. Johndan Eiola (Co-I), 'National Science Foundation' (not funded), \$98,994.72 USD
- 2021 DEC funded Hudson River immersive reality storytelling project with upper division student Elias Besculides
- 2019 *Stories from the Circle: Perspectives on a Syracuse Monument* (PI), with Dr. Lisa Propst (Co-PI), Dr. Christopher Robinson (Co-I), and Dr. Jen Ball (Co-I), Clarkson University
- DEC funded Hudson River immersive reality storytelling project with upper division student James Guyder
- 2018 *Using Virtual Reality to Study Human Foraging Behavior*, with various upper division students in Mathematics, Psychology, and Digital Arts & Sciences/Communication & Media
- DEC funded Hudson River immersive reality storytelling project with upper division student Marcus Moser
- A Speculative Virtual to Augmented Southern Monuments Project (for Microsoft Holo with derivative smart device deliverables): a Virtual and Mixed Reality Class Project*, principal investigator in collaboration with Dr. Lisa Propst (Co-I), Dr. Chris Robinson's (Co-I) *Violence and Reconciliation Class* & Dr. Jen Ball's (Co-I) *Social Documentation Class*, Clarkson University, Potsdam, NY. National Endowment for the Humanities Digital Humanities Grant (not funded)
- 2018 Rittir Frankowski on content development for Digibit Smartphone Hand Controllers
- 2017 DEC funded, data-driven, virtual reality project with graduate student Alex Macri
- Design and Development for Hudson River Estuarium Exhibit and Web Grant in collaboration with Dr. Peter Turner (Pi), Dr. Seema Rivera (Co-I), Department of Environmental Conservation, \$200,000 USD
- 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
- 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 *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 with Institute for STEM Education member Seema Rivera
- 2016 *FPPM VR*, collaboration with Natasha Banerjee & student Trevor Lang as part of her Human Computer Interaction Class within the CS Department, Clarkson University

2012 *Micromechanical Etiology of Vertebral Compression Fracture: Data-Driven Computer Visualization Can Motivate Fracture-Prevention Activities* (not funded), National Institutes of Health, Co-Pi with Dr. Stacey Zeigler, Dr. Laurel Kuxhaus, Dr. Kathleen Issen, Dr. Philip Yuya

Professional Experience

2014 **Master Class Workshop: 3D modeling/animation**, Trinity Square Video, Toronto, Canada

2009 **Photographic Assistant**, Hedrich Blessing Photographers, Chicago, IL

Art Photographer, Editor and Videographer, DZINE INC., Chicago, IL

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

2008 *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

2007 **Aerial Photographer/Digital Imaging Specialist**, Sidwell Company, St. Charles, IL

2006 **Advertising photography**, Eckhart Kollack LLC, Chicago, IL

Advertising photography, Empyrean, Hong Kong

2004-5 **SAIC Coordinator**, Chicago, IL

2005 **Advertising photography & design**, Po Yuen Tong, Hong Kong

2003-4 **Photo-Chemist**, Department of Photography, SAIC

Technical & Lateral Experience

areas of expertise: art + technology studies, experimental 3D animation, data-driven animation & interactivity, digital & film photography, large format photography, digital retouching & compositing, Cibachrome & B/W Printing, 360 video, physical computing, virtual character modeling, animating, rigging, texturing, facial rigging & 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, ambisonic sound, virtual reality, augmented reality, immersive reality, mixed reality

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

tools: Raspberry Pi, Arduino, Makerbot Replicator series 3D Printers, Oculus Rift, HTC Vive, Google Cardboard, Ricoh Theta, Vuze XR, Emerald Digital Planetarium Projection System

environments & IDEs: Linux, Mac OS, Windows, DOS, QBasic, Visual Studio, MonoDevelop

languages: English (native), Korean (intermediary), Japanese (basic)

software packages & frameworks: Autodesk Maya, 3D Max, Mudbox, ZBrush, Unity, Unreal, Blender, Rhino, Processing, Adobe Creative Suite, Final Cut Pro, Reaper, Audition, Microsoft Office, Keynote, Digital Universe, Keith's Image Stacker, Trapcode, Crazy Bump, Corel Painter, Krita, Renderman, Arnold, Mental Ray, Octane, Backburner, Vuforia Augmented Reality, Layar, Substance Painter, ARKit/ARCore, ARFoundation, Unity HDRP, Unity Machine Learning Agents

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

Service to the Profession & Institutional Service

Clarkson University Digital Arts & Sciences equipment upgrades/acquisition via internal/external funding

- Render Farm Upgrades and Upgrades to Advanced Computer Lab (CEC LAB)
- Incorporation of virtual reality equipment and software, 3D printing equipment
- Incorporation of digital photography and photographic printing facilities
- Acquisition and content development for portable immersive reality inflatable dome from DEC project: \$23,700
- VR/AR/MR/IR Lab phased renovation (part one) from School of Arts & Sciences: \$25,000
- Motion Capture Studio (planned)

Ongoing participation in 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, open house, posters
- Supporting outreach initiatives within the region & participation in annual open houses
- Meetings with recruitment department to update them on program developments

Clarkson University Walsh Mini-conference Co-Organizer and Moderator in collaboration with Computer Science Professor Janice Searleman, 2014

Interim director for Clarkson University's Digital Arts & Sciences Program, Spring 2021

Clarkson University Continuance Committee Member 2021

Clarkson University new faculty tenure advising committee member, 2020

Clarkson University Walsh Arts & Sciences Seminar Committee Member, 2016 – 2019

Annual enrichment trips for students to the Ottawa International Animation Festival

Annual enrichment trips for students to Eidos, Ubisoft, Warner Brothers, Mokko Studios, Framestore, Montreal, Canada

Tenure review for candidate Jean-MarcGauthier, University of Idaho, College of Art & Architecture, 2019

Acquisition committee member for equipment/facilities in Clarkson University's new Ignite Center, 2019

Clarkson University Gaming Club Advisor, 2019 - onwards

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

On hiring committee for new Clarkson University Digital Arts & Sciences Assistant Professor, 2018

Researcher on creation of a Masters of Education in Digital Arts Program with Dr. Peter Turner and Dr. Catherine Snyder, 2018

Committee Member on two Clarkson University Communication & Media Department Hires, 2015

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

Clarkson University Photography Club Advisor, 2013 – 2018

Professional Affiliations

New Media Caucus

College Art Association

Trinity Square Video

Asian American Arts Alliance

ACM Siggraph

Vtape Toronto