

Alex M. Lee

Assistant Professor

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School of Art

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Solo/Two-Person Exhibitions and Performances

2024 *the Fold: episode II*, East Asia debut, curated by Shinjiro Saito, Gallery Hakusen (白線), Tokyo, Japan (forthcoming)

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 and Performances

2024, *Sheng 生 (2.0) involving 'the Fold: episode I & II'*, curated by Natasha Chuk and Snow Yunxue Fu, [CIFRA](#) (online digital arts platform) *invitational

2024 *the Fold: episode II*, curated by Kathleen Quigley, 29th International Symposium of Electronic Art (ISEA): Everywhen, Brisbane, Australia (forthcoming)

*highly competitive, juried, one of five VR pieces selected to show

2024 *the Fold: episode II*, curated by Mikey Estes, ASU Grant Street Studios New Faculty Exhibition, Phoenix, AZ

2024 *the Fold: episode II*, curated by Kristin Carey, 3500 Kelvin Lunar New Year's XR showcase, Phoenix, AZ

2024 *Project H.E.A.R.T.*, curated by Scarlett Kim, as part of [Worlds in Play: ASU MIX Center](#), Mesa, AZ

2023 *Symbiose(s): Useful Fictions VR+AI Workshop Exhibition, the Fold: Episode II* and elements of *the Fold: Episode III*, with Canadian Artist Sofian Audry (author of 'Art in the Age of Machine Learning' by MIT Press), Theatre de la Ville, Espace Cardin, Paris, France

2022 *Paris/Berlin Rencontres Internationales: VR Lab, 'the Fold: episode I'*, curated by Nathalie Henon and Jean-Francois Rettig, Haus der Kulturen der Welt, Berlin, Germany
**highly competitive arts festival, juried*

2022 *Paris/Berlin Rencontres Internationales: VR Lab, 'the Fold: episode I'* world premiere, curated by Nathalie Henon and Jean-Francois Rettig, Paris, France

2022 *the Fold: episode I*, New Images Festival: XR Art Fair, programmed by Josephine Bories, Paris, France

2021 *Paris/Berlin Rencontres Internationales: 360 Video/AR/VR/XR Programme, 'the Fold: episode I'* world premiere, curated by Nathalie Henon and Jean-Francois Rettig, Berlin, Germany (canceled due to Covid-19: Omicron)

2021 *Paris/Berlin Rencontres Internationales: 360 Video/AR/VR/XR Programme, 'the Fold: episode I'* world premiere, curated by Nathalie Henon and Jean-Francois Rettig, Paris, France (postponed due to programming issues related to Covid-19)

2020 *L.E.V. Matadero (Festival de Electrónica Visual y Experiencias Inmersivas)*, Madrid, Spain
**invitational, highly selective*

2020 *Off the Screen!* Ann Arbor Film Festival, Ann Arbor, Michigan (canceled due to Covid-19)
**highly competitive, juried*

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, **invitational and highly selective*

2019 *Digifest Interactive Zone*, as part of Creative Growth, curated by Meagan Budgell, Toronto, ON
**invitational*

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 **invitational*

2018 *Future Perfect*, as part of *Intersections: the 16th Biennial Symposium on Arts & Technology*, Hygienic Art Gallery, New London, CT. **juried*

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 as part of themed exhibition *Worldbuilding*, 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 Pktnik*, Doubner Space, group show, Prague, Czech Republic
- 2004 *Social Alterations*, SAIC admissions gallery, group show, Chicago, Illinois

Publicly Authored Computer Software

2021 *Stories from the Circle: A Monument in Extended Reality*, AR App for iOS and Android published on the App Store and Google Play (respectively): <https://storiesfromthecircle.org>

Peer Reviewed and Invited Book Chapters

- 2024 *Encyclopedia of New Media Art*, by Rachel Clarke, Bloomsbury Academic (anticipated release December)
- 2010 *Reframing Photography*, by Rebekah Modrak and Bill Anthes, Routledge Press (online version), <http://www.reframingphotography.com/artists/alex-m-lee>

Published Interviews

- 2021 *Project H.E.A.R.T.*, with Erin Gee, Slanted Magazine, Spring/Summer Issue 37: Artificial Intelligence, Germany
- 2014 *The New Romantics*, catalog publication by Metaverse Creativity, interview written by Nicholas O'Brien

Peer Reviewed Conference Proceedings

- 2024 Alex M. Lee, *Performative 3D Agents Leveraging Reinforcement Learning in 'the Fold'* (full paper), Proceedings of 29th International Symposium on Electronic Art (ISEA): Everywhen, Brisbane, Australia
- 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.
- 2022 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

2022 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

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

Collaborative Projects

2017 Design and Development for Proposed Hudson River Estuarium: Exhibit and Web Grant, Co-investigator in collaboration with Dr. Peter Turner (Pi), Dr. Seema Rivera (Co-I), Department of Environmental Conservation and TellArt (interactive design company based out of NYC/Boston)

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

Residencies/Fellowships

-2024 Hexagram Machine Learning Residency, Montreal, QC Canada
(forthcoming in summer)

-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 Residency, North Adams, MA

Synergistic Knowledge Exchange/Research Workshops Amongst Experts

2024 VR+AI Workshop (phase II) at University of Montreal in Quebec, Canada, with Sofian Audry, Samuel Bianchini (EnsAD), Louis-Claude Paquin (UQAM), Florence Millerand (UQAM), Danny Perreault (UQAM), Filipe Pais (EnsAD) (anticipated early Summer)

2023 Useful Fictions: VR+AI Workshop at École Polytechnique, Paris/Saclay, France, with Sofian Audry, Samuel Bianchini (EnsAD), Louis-Claude Paquin (UQAM), Florence Millerand (UQAM), Danny Perreault (UQAM), Filipe Pais (EnsAD), as part of Hexagram

Professional Presentations/Public Lectures

2023 Artist Talk, *Emerging Media Studio: Fluid Animation* by Snow Yunxue Fu, New York University, Tisch School of Art, online

2023 Artist Talk, *Imbuing Agents with Qi (氣) Through Synthetic Digital Energy*, *Creative AI Vermont: Symposium on Artificial Intelligence + Art*, Burlington, VT

2022 *VR Showcase: Everything from Here to Infinity*, North Country Children's Museum, Potsdam, NY

2022 *Ammerman Center Symposium: Contact, Stories from the Circle: AR as Boundary Infrastructure for Decolonizing the Site of Monuments*, paper presentation, New London, CT
2022 *Imbuing Agents with Qi (氣) Through Vital Digital Energy*, Future Bodies Symposium, Virginia Tech, Blacksburg, VA

2022 *Embracing Contradictions*, Impossible Projects Symposium, *Stories from the Circle* panelist with Dr. Lisa Propst, Dr. Jennifer Ball, and Dr. Eric York

2022 *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

2021 *Syracuse University Colloquium Series: The Relationship Between Humans and Technology*, moderated by Professor Susannah Sayler, online

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

2020 *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

External Honors/Awards/Grants/Competitive Funding

Current - 2022 *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) (deceased), \$120,000 USD

Current - 2022 *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

2022 *Humanities NY: Vision Grant (NEH)*, with Dr. Lisa Propst, Dr. Phillip White Cree, Dr. Rebecca Pelkey, Dr. Eric York and Dr. Jennifer Ball, 'Augmented Stories from the Circle: Perspectives on a Syracuse Monument (alpha build/distributable/public facing initiatives for impact)', \$1500 USD

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

2018 *A Speculative Virtual to Augmented Southern Monuments Project (for Microsoft Holo with derivative smart device deliverables): Virtual and Mixed Reality 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)

2017 Design and Development for Hudson River Estuarium Exhibit and Web Grant (Co-I) 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

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

2009 MIO Photo, Jurors Award, Osaka Japan

2005 BFA Graduating Fellowship Award Recipient, SAIC

2003 Nippon Steel U.S.A./School of the Art Institute Presidential Awards Competition

Internal Honors/Awards/Grants/Competitive Funding

2023 *Paradigm Shifts Symposium & Research: Artificial Intelligence in Animation*, with Shawn Lawson (Co-I), ASU Knowledge Enterprise AI Seed Grant (Type 1 & 2), \$250,000 USD (not funded)

2023 *Herberger Institute Research Building Investment (HIRBI) Subvention Grant*, 'the Fold: episode II', \$4824 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

Gallery, Non-Fungible Token (NFT), Extended Reality (XR) Representation

OUTPUT, Shanghai, China

Gallery DOS, Seoul, Korea

Radiance VR

CIFRA

Sedition

Foundation

Vtape

Permanent/Private Collections

North Country Children's Museum

St. Lawrence University, Richard F. Brush Permanent Collection

VTape Video Collection

Nippon Steel USA

Various Private Collections

Press/Media Appearances and Interviews

2017 *Asia Today*, <http://www.asiatoday.co.kr/view.php?key=20170724010011586>

2017 *Artsum*, http://www.artsum.co.kr/ex_detail.php?num=2743

2017 *Neolook*, <https://neolook.com/zb/view.php?id=post2005&no=239576>

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Doctor's News, Yoon Seo Ho

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Woman Daily, Jeon Bo Yeon

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Kim Dal Jin Art Research Center

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Han Sa Bang Open World

2012 *Alex M. Lee – Temporalities*, Korea Art Daily

2012 *Gallery DOS artist Alex Lee in 'Temporalities'*, Korea Arts Journal, Hyun In Jung

2012 *Gallery DOS artist Alex Lee 'Temporalities'*, Korea Art TV, Han Jung Kim

2012 *Art of time regains in 'Temporalities'*, News Culture, Kyung Min Lee

2012 *Art & Design*, Union Press, Jin Young Chae

2012 *Find Lost Time 'Temporalities'*, News Can, Gang Tae Young

Catalogs

2017 *Everything From Here to Infinity*, catalog publication, Alex Lee, Gallery DOS

2014 *Better Than Universe*, catalog publication, Daegu Media Art ZKM, forward written by Jinsang Yoo

2012 *Temporalities*, exhibition catalog, Gallery DOS, critical essay written by Mihyang Kim

2009 *Mio Photo* exhibition catalog, Osaka, Japan

2008 *Wordplay* Exhibition Catalog, Chicago, IL

Reviews/Interviews and Works Reproduced/Cited

2022 *Gamescenes: Art in the Age of Video Games*, by Matteo Bittanti, Johan & Levi Press

2022 *Clarkson Professor to Feature VR Artwork and New Research in Paris and Spain*, North Country Now

<https://www.northcountrynow.com/stories/clarkson-professor-to-feature-vr-artwork-and-new->

research-in-paris-and-spain,199533

2019 *Elektra celebrates art at the intersection of Humanity and Technology*, Nora Rosenthal, CULT MTL

2019 *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 (Second Life Creator), New World Notes, Official Second Life Blog

<http://nwn.blogs.com/nwn/2018/03/vr-game-empathy-joy-project-heart-erin-gee.html>

2018 *Radiance VR*, by Tina Sauerlander: <https://www.radiancevr.co/artists/alex-m-lee>

2017 *Reach Out and Touch This Virtual Reality Art Installation*, by Ben Panko, Smithsonian Magazine, August 18th

2017 *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>

2014 *Changing What Video Art Can Be*, Canadian Art, Bryne McLaughlin, October 17th
<http://canadianart.ca/reviews/2014/09/30/tsv/>

2014 *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-centurys-new-romantics-11528>

2014 19th Century Romanticism Gets an Update at Eyebeam's Group Show "The New Romantics", by Zach Sokol, April 18, http://thecreatorsproject.vice.com/en_uk/blog/photos-19th-century-romanticism-gets-an-update-at-eyebeams-group-show-the-new-romantics

2012 *Anti-Utopias*, by Sabin Bors, online publication, <http://www.anti-utopias.com/>

2005 *Helix Magazine*, Winter Issue, New Britain, CT

2005 *Helix Magazine*, Spring Issue, New Britain, CT

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

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

2003 *Selected Shows*, The Hartford Advocate, Hartford, CT