

Alex M. Lee

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Selected Resume

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Selected Solo & Two Person Exhibitions

- 2022 *Everything from Here to Infinity*, curated by Shinjiro Saito, Gallery Hakusen (白線), Tokyo, Japan (forthcoming)
- 2018 *// Lonely avatar*, curated by Frank Yefeng Wang, The Chazan Family Gallery, Rhode Island College, Providence, RI
- 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 *Epic Theater: New Work from Alex Lee*, February Gallery, curated by Jamilee Polson, Chicago, IL

Selected Group Exhibitions

- 2022 *Paris Recontres Internationales: 360 Video/AR/VR/XR Programme*, 'the Fold' world premiere, curated by Nathalie Henon and Jean-Fracois Rettig (forthcoming)
- 2022 *New Images XR Art Fair*, Paris, France (forthcoming)
- 2020 *L.E.V. (Laboratorio de Electronica Visual) Festival* with Canadian artist Erin Gee, Madrid, Spain
- 2020 *Off the Screen!* Ann Arbor Film Festival, Ann Arbor, Michigan (cancelled due to Covid-19)
- 2019 *Elektra International Digital Art Festival*, with Canadian Artist Erin Gee, curated by Alain Thibault, Montreal, QC Canada
- 2019 *Digifest*, Interactive Zone, curated by Meagan Budgell, Toronto, ON Canada
- 2018 *Digifest*, with Canadian Artist Erin Gee, curated by Tina Sauerlander, Goethe Institut, Toronto, ON Canada
- 2017 *Empty Vessels || Vulnerable Bodies*, curated by Doreen Rios, as part of The Wrong Biennale
- 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, 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 *Les Nocturnes Du Mac, X+1*, curated by Erin Gee, Benoit Palop, Sabrina Ratte, Tristan Stevens, Museum of Contemporary Art, Montreal, QC, Canada
- 2014 *2-D Sculptural Video*, curated by John G. Hampton, Trinity Square Video, Toronto, ON, Canada
- 2014 *The New Romantics*, curated by Claudia Hart, Katie Torn, & Nicholas O'Brien Eyebeam: Center for Art & Technology, New York, NY
- 2013 *Better Than Universe*, curated by Jinsang Yoo, Daegu Art Factory, Daegu, Republic of Korea

Selected Publications

- 2017 *Reach Out and Touch This Virtual Reality Art Installation*, by Ben Panko, Smithsonian Magazine, August 18th
- 2014 *Changing What Video Art Can Be*, Canadian Art, Bryne McLaughlin, October 17th
- 2014 *Are Digital Artists Really the 21st Century's New Romantics?*, Paddy Johnson, Artnet News, April 23, 2014,
- 2014 *The New Romantics*, catalog publication by Metaverse Creativity, interview written by Nicholas O'Brien
- 2014 *Better Than Universe*, catalog publication, forward written by Jinsang Yoo
- 2013 *Rendering Time*, exhibition catalogue, critical essay written by Nicholas O'Brien
- Anti-Utopias*, by Sabin Bors, online publication
- 2010 *Reframing Photography*, by Rebekah Modrak and Bill Anthes, Routledge Press

Selected Grants, Honors, & Collections

- 2017 **St. Lawrence University** Richard F. Brush Gallery Permanent Collection
VTape Video Collection, Toronto, ON, Canada
- 2016 **Canada Arts Council Grant** in collaboration with artist Erin Gee
- 2009 **MIO Photo**, Jurors Award, Osaka Japan
Nippon Steel Permanent Collection

Academic Position

- 2018 **Associate Professor**, Clarkson University, Digital Arts & Sciences Program, Potsdam, NY

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

Selected Residencies

- 2016 **The Laboratory**, virtual reality residency, Spokane, WA
- 2015 **Institute for Electronic Arts at Alfred University**, Alfred, NY
- 2014 **Trinity Square Video**, commission-based residency, Toronto, Canada