

Byungju Lee

Programming Internship for Summer 2019

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Education

Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology

Pittsburgh, PA
Expected May 2020

School of the Art Institute of Chicago

Bachelor of Fine Arts, Emphasis in Art and Technology Studies

Merit Scholarship Recipient

Chicago, IL
2014-2017

Kyunghee University

Digital Contents :: Computer Graphics

South Korea
2009-2010

Relevant Coursework

Creative Code, Intro to Computer Vision, Light and Vision, Light Experiments, Beginning Holography

Technical Skills

Creative Coding

Openframeworks, Processing, C#

3D Modeling and Game Development

Blender, Unity

Digital Fabrications

Rhinoceros, 3D Printing, Laser cutting

Computer Graphic Tools

Photoshop, Illustrator

Electronics

Arduino, Using Sensors and Actuators

Video Editing Tools

Final Cut Pro, After Effects, Premiere Pro

Academic Projects

Building Virtual Worlds, Programmer, ETC

Fall 2018

- Worked on five-person team to build an entertainment experience in one to three weeks
- Learned collaboration and communication skills with designers, artists, and other programmers
- Experienced non-traditional input devices and displays
- As a programmer, Learned prototyping, developing, and refining immersive experiences

Exhibition Related to Art and Technology

Beginning Holography

The MacLean Center, Chicago, IL

2017

WRO 2017

Wroclaw, Poland, 'Fountain' is chosen for the program of 17th WRO Media Art Biennale

2017

Experience

Military Service

Public Service Agent at Cheonan City Hall

2011-2013