HyeLee Kim | UX Developer

EDUCATION

Pittsburgh, PA
May 2020

Carnegie Mellon University | Entertainment Technology Center (ETC)
Master of Entertainment Technology

Seoul
Feb 2018

Sogang University | Dept. of Art & Technology / Convergence Software
Bachelor of Arts and Science / Bachelor of Engineering   *magna cum laude*

Hong Kong
Fall 2016

City University of Hong Kong | School of Creative Media
Academic Exchange

Amsterdam
Fall 2014

Vrije Universiteit Amsterdam | School of Arts and Sciences
Academic Exchange

PROJECTS

Academic Project "Building Virtual World"   Programmer
Entertainment Technology Center   Pittsburgh, PA | Fall '18

- Developed five Unity 3D projects in interdisciplinary teams in 1-3 weeks
- Iteratively prototyped virtual world experiences using Vive, Oculus + Leap Motion, MetaII, CAVE

"The Dinner", Virtual Reality Experience   Programmer, Designer
HCI Korea 2018, Interative Art (Jan 31 - Feb 02, 2018)   Seoul | Dec '17 - Jan '18

- Concept designed virtual reality experience (Unreal Engine, Oculus Rift) where user can explore a space surrounded by media particles as a creature with tentacles adapted to media consumption
- Programmed in Javascript to create 4k video textures with 128 videos for particles using ffmpeg

"Global Digital Cities" (Interactive Documentary)   Media Artist
Studio for International Media & Technology, University of Salford   Manchester | July - Aug '16

- Created mciro-unit documentaries on web-based platform(JSON) using video, image, sound, and text sources created in team

Art & Technology Conference 2015   Creative Director
Dept. of Art & Technology, Sogang University   Seoul | March - Dec '15

- Directed new media art annual exhibition with 23 curated artwork pieces and hosted events: panel discussion, artist talks, fabrication workshop
- Increased number of attendees of the exhiibition and published the exhibition catalogue

"Breath" (Creative Award) | Art & Technology Conference 2013   Media Artist
Dept. of Art & Technology, Sogang University   Seoul | Sept - Dec '13

- Designed interactive sculpture that reacts luminously to guest's breathe
- Programmed in Arudino and built electric circuit to change LEDto react to guest's input

RESEARCH

University of California, Irvine   Irvine, CA | June - Aug '17
UROP International Undergraduate Research Fellowship

- Programmed in Javascript to create applications for browser, CapeCode, and node hosts using openCV.js
- Designed web application which reacts to guest's eye gaze to turn on and off Phillips Hue Lamps

Academic Corporate Collaborative Project
LG Electronics & Sogang University   Seoul | May - Dec '15

- Researched form factors, created 2D concept sketches and 3D models, conducted UX survey, and led mock-up production process using 3D printer

CONTACT

hyeleekim.com
hyeleek@andrew.cmu.edu
412.694.4466

SKILLS

PROGRAMMING
Javascript
HTML / CSS
Unity
C#
C / C++ / Java

UX
Wire Framing
User Research
Usability Test

TECHNICAL ART
Processing p5.js
Maya
Max 2D
VVVV
Max/msp/jitter

DESIGN / PROTOTYPING
Design Thinking
Rapid Prototyping
Photoshop
InDesign
Premiere Pro

COURSES

Programming
Java
C Language
Computer Graphics
Algorithms
Data Structures
Database
Operating Systems

Creative Media
Physical Computing
Interactive Storytelling
Mobile Studio
Media Art Workshop
3D Modelling
2D Game Production