John cheongun Lee

PERSONAL_INFO

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EXPERTISE

iOS Development
Machine Control
System Integration
H/W+S/W Interface design
Tibco RV Integration
S/W Architecture design
Interactive Media Design

TECH_SKILLS

C
C++
C#
Objective-C
OOP
Processing
openFrameworks
Maya
Photoshop
Illustrator

EXPERIENCE

AppStars Senior Developer — Feb 2010 - Feb 2016
Design system architecture and iOS developer

Triant Senior Developer — Apr 2006 - Feb 2010
System integration developer for FDC system
Developer for Tibco communication

Nippo Senior Developer — Apr 2005 - Apr 2006
Development of FDC System in C#
Design system architecture for FDC system

Nanometrics Korea Senior Developer — Feb 1999 - Sep 2001
Development of Wafer metrology equipment
Experience with Secs/Gem module

Mirero System Junior Developer — Oct 1995 - Apr 1997
Development of SEM image management system
Experience with Borland Delphi

EDUCATION & CERTIFICATION

Aalto University in Finland — Aug 2017 - Now
Master's programme in New Media design and Production

Dongguk University in South Korea — Mar 2014 - Feb 2016
Master of Engineering
Convergence contents production

Coursera Verified Certificates — Aug 2014 - Dec 2014
Introduction to Computational Arts

Korea Digital University in South Korea — Mar 2002 - Oct 2007
Bachelor of Engineering
Computer and Information Science

Unitec — Feb 1998 - Jun 1998
Completion of Carrington Unitec Language school
in New Zealand.

PUBLIC INSTALLATION

Helsinki Childrens Hospital Aquarium Installation. John Lee, Sourya Sen, Laura Horton, Jukka EerikäinenWe built an interactive installation for the Children's City Hospital. This installation consists of a digital video wall modelled after an aquarium with fishes that come alive through the real lifedrawings of the children.

PUBLICATION

Symmetry 2017, 9(12), 316; https://doi.org/10.3390/sym9120316
Tangible Visualization Table for Intuitive Data Display
Jongyong Kim, Cheongun Lee, Seung-Hyun Yoon and Sanghun Park *

C.Lee, S. Park, Hand Tracking Based Projection Mapping System and Applications, Korea Computer Graphics Society.
Vol. 22, No.4, P.1~9, Sep 2016