John Lee

Software Developer, Media Artist

+358 (0)46 528 7808

lee.cheongun@aalto.fi

https://johnlee012.com

https://github.com/delphi1004

I am an experienced software developer with mobile dev and media art experience, wanting to focus on my skills more on game development. I have over a decade of professional programming experience (C#, C++, C, Objective-C). I know Unity 3D and computer graphics (shader coding, OpenGL and graphics pipelines). I have also made interactive art installations and released a mobile app on iOS. I want to combine all of those skills to help make a great game.

SKILLS

C, C++, C#, Objective-C

Unity 3D, Processing, openFrameworks, OpenCV

Design Software Architecture, Physical Computing

Design & Implementation of Interactive Media Art installation

WORK EXPERIENCE

Apr 2010 - Feb 2016

System Architect   AppStars   South Korea

- iOS developer in Objective-C
- Designed system architecture
- Natural Sound
    - https://apps.apple.com/us/app/id744956026

Sep 2006 - Mar 2010

Senior Developer   Triant Technologies   South Korea, Canada

- Integrated FDC(Fault Detection & Classification) system in C#
- Developed a system for customer's needs
- Developed communication module in Tibco library

Dec 2005 - Sep 2006

Senior Developer   Nippo   Japan

- Developed FDC System in C#
- Designed system architecture for FDC system

Sep 2001 - Feb 2003

Senior Developer   Silicon and Systems   South Korea

- Designed software architecture for automated AFM(Atomic Force Microscopy)
- Implemented equipment control software in Borland C++ builder

Dec 1999 - Sep 2001

Senior Developer   Nanometrics   South Korea, The US

- Developed software for wafer metrology equipment in VC++
- Experienced with Secs/Gem(Semiconductor's equipment interface protocol)

Sep 1996 - Feb 1998

Junior Developer   Mirero System   South Korea

- Developed SEM(Scanning Electron Microscope) image management system
- Experienced with Borland Delphi (Object-Pascal)

EDUCATION

Aug 2017 - Present

Aalto University   Finland

- Master's programme in New Media Design and Production

Mar 2014 - Feb 2016

Dongguk University   South Korea

- Master of Engineering
- Major in Convergence Contents Production
- Hand tracking projection mapping project
    - https://youtu.be/yYf2Ssi9EQA

Aug 2014 - Dec 2014

Coursera Verified Certificates   Online Course

- Introduction to Computational Arts

Mar 2001 - Aug 2007

Korea Digital University   South Korea

- Bachelor of Engineering
- Major in Computer and Information Science

Feb 1998 - July 1998

Unitec   New Zealand

- Completion of Carrington Unitec Language School

PROJECTS & EXHIBITIONS

Aug 2018 - Present

Helsinki Children's Hospital Installation   Group   Finland

- Digital aquarium project, Helsinki
  - https://youtu.be/FRKkWGA_G0s   - https://youtu.be/KFxfdGawWyI

26 May - 31 May 2019

When Light Echoes   Group   South Korea

- Interactive installation exhibition, Seoul
  - https://youtu.be/2yZoM1qjo9o   - http://whenlightechoes.aalto.fi

23 Feb - 03 Mar 2019

Seeing Sound, Listening to Image   Solo   Finland

- Sound visualization exhibition, Väre gallery V1 Aalto University
  - https://youtu.be/3yvqrAyYy-4

25 May - 31 May 2017

Drawing Machine   Solo   South Korea

- Digital fabrication exhibition, IDAS Hong-Ik University, Seoul
    - https://youtu.be/mVPDrrjWDYY

PUBLICATIONS

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13 Dec 2017

Tangible Visualization Table for Intuitive Data Display   Symmetry MDPI

    - https://www.mdpi.com/2073-8994/9/12/316

26 Jun 2016

Hand Tracking Based Projection Mapping System and Applications   J. of KCGS

    - http://www.kci.go.kr/kciportal/landing/article.kci?arti_id=ART002142333