

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 System Architect Design system architecture and iOS developer	Feb 2010 - Feb 2016
Triant Senior Developer System integration developer for FDC system Developer for Tibco communication	Apr 2006 - Feb 2010
Nippo Senior Developer Development of FDC System in C# Design system architecture for FDC system	Apr 2005 - Apr 2006
Nanometrics Korea Senior Developer Development of Wafer metrology equipment Experience with Secs/Gem module	Feb 1999 - Sep 2001
Mirero System Junior Developer Development of SEM image management system Experience with Borland Delphi	Oct 1995 - Apr 1997

EDUCATION & CERTIFICATION

Aalto University in Finland Master's programme in New Media design and Production	Aug 2017 - Now
Dongguk University in South Korea Master of Engineering Convergence contents production	Mar 2014 - Feb 2016
Coursera Verified Certificates Introduction to Computational Arts	Aug 2014 - Dec 2014
Korea Digital University in South Korea Bachelor of Engineering Computer and Information Science	Mar 2002 - Oct 2007
Unitec Completion of Carrington Unitec Language school in New Zealand.	Feb 1998 - Jun 1998

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

