Michael James Seh

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SKILLS	***Programming Languages:*** Java, C++ ***Web Development:*** HTML, CSS ***Software:*** Adobe Creative Suite (Lightroom, Premiere Pro, After Effects, InDesign, Photoshop), Cinema 4D, Blender, Unreal Engine, Max/MSP, OBS, FFmpeg ***Operating Systems:*** Linux (Cinnamon, GNOME), MacOS, Windows ***Fabrication:*** Printmaking, Woodworking, Epoxying, 3D Printing

EDUCATION

UCLA Design | Media Arts (BA) — 2022

EXPERIENCE

Studio Intern — September 2020 – Present
Olivia Erlanger, Los Angeles, CA

Gallery/Equipment Consultant — September 2019 – Present
UCLA Design | Media Arts, Los Angeles, CA
- Managed audio/visual technology inventory and production/exhibition spaces for use by the Design Media Arts department.
- Responsibilities included developing a custom inventory system for 200+ items and maintaining department spaces including installation and de-installation of gallery shows.

EXHIBITIONS

"link, exist", UCLA Arts Conditional Studio	2020
"BFA Student Show", Serving the People	2020
"The Future of Space", A+D Museum	2020
"Migration", New Wight Gallery	2020
"Breaking the Rules", New Wight Gallery	2019

HONORS

Alan M. Schwartz Arts Scholarship	2020
Emma B. Keller Fine Arts Fund	2019
Placita Salais Fund	2019
UCLA Freshman Video Art Exhibition Award	2019
Los Angeles Marathon Finisher	2018

PRESS

"Streets", Digital America — 2020
Online at https://www.digitalamerica.org/streets-michael-seh/
"DESMA's Breaking the Rules Exhibit", FEM Magazine — 2019
Online at https://femmagazine.com/desmas-breaking-the-rules-exhibit/