

Michael James Seh

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SKILLS	<p>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, 3D Printing</p>	
EDUCATION	UCLA, Design Media Arts (BA)	2022
EXPERIENCE	<p><i>Studio Intern</i> September 2020 – Present Olivia Erlanger, Los Angeles, CA</p> <p><i>Gallery/Equipment Consultant</i> September 2019 – Present UCLA, Design Media Arts, Los Angeles, CA</p> <ul style="list-style-type: none">• 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	<p>“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</p>	
HONORS	<p>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</p>	
PRESS	<p>“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://femmamagazine.com/desmas-breaking-the-rules-exhibit/</p>	