

# Michael Lee

[michaellee.xyz](http://michaellee.xyz)

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## Experience

### Web Developer

#### Mediaplace, 2021

Developed a browser based real-time 3D virtual city with Mediaplace for an IT service management company. Responsibilities include front end development, realtime 3D for the web, and content management. Made with react-three-fiber and DigitalOcean.

### Web Developer Intern

#### Antibody Club, 2020-

Worked at Antibody Club, a web-based open world video chatting platform centered around artistry and live performance. Developed the club's splash page, webcam avatar displays, and other various 3D landing pages with OpenGL and three.js.

Visit: [Antibody NFT landingpage](#) [Refractive Skull](#)

### Lead XR Developer

#### Aerobanquets, 2019-2020

Developed custom software for the first fully immersive VR restaurant in the US for artist Mattia Casalegno. Responsibilities include XR world building, programming interactions and animations, custom shader development, creating visual and haptic interfaces for staff, hand-tracking, and locally networked VR.

Press: [NYTimes](#) [Washington Post](#) [Bloomberg](#)

## Skills

Front-end web development  
Software / app development  
UI / UX design  
Graphic design  
VFX and shaders  
3D Modeling  
Mixed Reality (VR, AR, XR)  
Physical computing  
Sound design

## Languages / Programs

HTML / CSS / JS  
C#  
Java  
React  
Node.js  
three.js  
GLSL / HLSL / Cg  
Unity / Unreal Engine  
Rhino + Grasshopper  
Blender  
Touchdesigner  
SparkAR  
Adobe Suite  
Figma  
Wordpress

## Higher Education

Pratt Institute  
Class of 2020  
BFA Interactive Art