

Michael Lee

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Experience

Web Developer

Mediaplace, 2021

Developed a browser based real-time 3D virtual city with Mediaplace for a network services and cybersecurity solutions provider with 30+ years of experience. Other responsibilities include front end development, template development for digital signage, and content management for Mediaplace's homepage.

3D Web Developer

The Umbrella, 2020-

Created real-time interactive webpages for The Umbrella, a NYC based creative studio focused on creating experiences that connect people. Created an infinite light tunnel splash page, shaders, and other assets for Antibody Club, a web-based open world video chatting platform. Also created several 3D virtual galleries to exhibit NFTs.

Visit: [The Umbrella Antibody NFT landingpage](#)

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
VFX and shaders
3D Modeling
Mixed Reality (VR, AR, XR)
Physical computing
Graphic design
Sound design

Languages / Programs

HTML / CSS / JS
C#
Java
React.js
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