Michael Lee

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Experience

Lead 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**

Web Developer Intern
Antibody Club, 2020

Worked at Antibody Club, a web-based open world video chatting platform centered around artistry, live performance, and inclusion. Developed webcam avatar displays, shaders, and other assets with OpenGL and three.js. Other responsibilities include programming and animating interactive splash pages.

Freelance
Web Development

Created sagenetvirtual.com, a browser based real-time 3D experience with Mediaplace for Sagenet, an IT service management company. Responsibilities include front end development, 3D optimization for the web, and data management. Made with react-three-fiber.

Skills

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

Programs / Languages

Unity / Unreal Engine
Rhino + Grasshopper
Cinema4D
SparkAR
Photoshop
Illustrator
Premiere Pro
After Effects
Touchdesigner
Figma
HTML / CSS / JS
C#
Java
React
three.js
GLSL / HLSL / Cg

Higher Education

Pratt Institute
Class of 2020
BFA Interactive Art