

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 custom portfolio websites for several artists and an e-commerce splash page with virtual clothing. Created with React, styled-components, react-three-fiber and react-spring.

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