Kevin Lee 李夢遠
Design Engineer
Creative Technologist

https://mngyuan.com
me@mngyuan.com

My Chinese name, Li Mengyuan, means "dream far". I romanize it as MNGYUAN.

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I'm currently seeking work at the intersection of technology and design, with an interest in future interfaces, and academic roles. I teach at the Creative Computing Institute at UAL.

→   2024 Selected Portfolio

Education

Royal College of Art, Imperial College London
MA / MSc Global Innovation Design
2020—2022

Pratt Institute, Industrial Design, Exchange
2021

Keio University, Media Design, Exchange
2021

University of California Berkeley
BA Computer Science
2012—2016

Selected Achievements

Shortlisted interactive AI art design project
Exhibited at Prototypes for Humanity, Dubai (2022)

Finalist, Designing for Digital Thriving
IDEO Design Challenge (2022)

Contributor, Critical Coding Cookbook
Published by Parsons School of Design (2022)

Tokyo Art Book Fair
Exhibited at Museum of Contemporary Art (2021)

GPT3 interactive AI art installation
Exhibited in Brooklyn, NY (2021)

Director, Short form documentary
Awarded funding from UNESCO Japan (2021)

Distinction for Master's Dissertation
Awarded by RCA Academic Board (2021)

Guest Speaker, Design education event
Jacobs Institute for Design Innovation (2018)

Work Experience

2023 —present   **Associate Lecturer, Creative Coding**
UAL Creative Computing Institute
Taught undergraduate and graduate students creative computing methods & practice

2023 —2024   **Specialist Technical Instructor - Creative Coding**
Royal College of Art
Develop and delivered workshops and learning materials for graduate students in creative coding with P5.js, TouchDesigner, Arduino, etc.

2018 —2022   **Creative Technologist, Design Engineer**
Freelance
Worked closely with clients to deliver stunning and memorable experiences across web, mobile, video, and online prescence, doing a mixture of consultation, design, and implementation. Launched three apps.

2015 —2018   **Software Engineer**
Facebook
Built Facebook's first applicant tracking system and Office 365 integrations through which all recruiting email was sent/received, which enabled a 3x headcount increase in my org. Led an internal app launch by coordinating with user research and product management

Skills

Software. Frontend. Mobile. React. React Native. P5.js. Processing. GLSL shaders. Typescript. iOS.

Digital creation. MAX MSP. TouchDesigner. Unity. Unreal Engine. Adobe Suite. Figma. Ableton.

Design. UX. Print media. Typography. Layout. Zines. Risograph. Design research. Branding.

Hardware. Prototyping. Embedded electronics. Circuit design. Speaker design. Woodworking. Arduino. Raspberry Pi. Bela. Embedded Linux.

Communication. Public speaking. Writing. Podcasting. Persuasion. Teaching.

Visual storytelling. Cinematography. Editing. Photography. Art Direction. Essays.

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Exhibitions & Features

Cultural Access Memory, interactive piece
outhouse gallery (2024)
Peckham, London, UK

THINGS I SAID I'D DO, video installation
Ten Cartwheels (2023)
Brooklyn, NY

THIS STATEMENT IS FALSE, interactive AI art
Prototypes for Humanity (2022)
Dubai, UAE

Summer Love, 60 minute video art
Summer Love (2022)
Brooklyn, NY

MX-CLP, physical video editing interface
Grad Show (2022)
Royal College of Art

Improvised Video Editing Device
Spring Show (2022)
Imperial College London

THIS STATEMENT IS FALSE, interactive AI art
GAEA (2021)
Brooklyn, NY

Various, print art
Tokyo Art Book Fair (2021)
Tokyo Museum of Contemporary Art

HERE + NOW, interactive audio installation
Bela board (2021)

Teaching & Speaking Engagements

2024   Guest Tutor, Global Innovation Design
       Imperial College London

2023   Guest Instructor, Design Thinking
       St. Paul's School for Girls

2022   Guest Lecturer, Display Design
       Gengdan Institute of Design
       Beijing University of Technology

2021   Guest Panelist
       Design of Useful and Usable Interactive Systems
       Harvard Graduate School of Design

2018   Speaker, Design education event
       Jacobs Institute for Design Innovation
       University of California Berkeley

Research Interests

Public transit. Climate justice. Wealth inequality.
Poetry. Film. Creative computation. Typography.
Zines. Machine learning.