

# 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.

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.

- [2022 Work Showcase \(RCA/ICL\)](#)
- [Selected Portfolio, Spring 2022 \(RCA/ICL\)](#)

### 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 presence, 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

*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.