

Kevin Lee

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Objective		Work, fellowships, grants at the intersection of computer science and visual design and art, such as mixed media arts, computational art, and future interfaces.
Education	2022	Royal College of Art, Imperial College London MA/MSc Global Innovation Design  <i>Exchange at Pratt Institute, NY and Keio Media Design, Tokyo</i>  Distinction for Dissertation “ <i>From Controllers to Cogeneration: Visions of Reality Mediated by the Video Game</i> ”
	2016	University of California, Berkeley B.A. Computer Science
Work	2018—present	Freelance Designer / Creative Technologist <i>Clients: Anonymous Content, FastAF, Pludo, Juni Learning, Black Serum Tattoo, various</i>  Full-stack web, front-end, design, and React Native. Launched 3 apps on the iOS App Store in 2020.
	2016—2018	Facebook <i>Software Engineer, Recruiting Engagement</i>  React, React Native. Responsible for recruiting email system
Projects	2021	Tokyo Art Book Fair <i>DREAMING</i> (photobook), <i>TĀ</i> (Chinese alternative gender pronoun project)  UNESCO Japan, Thai Young Scientists Academy Co-design project and mini-documentary  <i>HERE + NOW</i> (interactive audio physical computing sculpture) Featured project on Bela Blog

- 2019 East Bay Alternative Book and Zine Fest  
*HOW TO HAVE FRIENDS AND STILL FEEL ALONE* (zine),  
*THINGS I FORGOT ON MY WAY TO YOU* (chapbook)
- 2018 San Francisco Zine Fest  
*PLACES WE COULD MAKE OUT* (photozine)