

# YouHyun (Ruby) Lee

## (Li YouXuan)

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## Education

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<b>QSI International School of Dongguan</b> <i>Academic Diploma with Honors</i> GPA – 3.8/4.0 Standardized Test – Toefl: 102/120 Duolingo: 140/160	<b>09/2009 – 09/2023</b>
<b>New York University (NYU)</b> <i>Bachelor of Fine Arts (BFA) in Interactive Media Arts</i> Expected Graduation – 25 May 2027 Current Status – Upcoming Sophomore	<b>09/2023 – Present</b>

## Activities

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<b>HKU VR Production Summer Program – Student</b> - Produced 4 VR projects including game design, UX/UI, etc. - Finished courses in basic coding and 3D software	<b>06/2019 – 07/2019</b>
<b>Art Club – Founder &amp; Leader</b> - Promoted student art and galleries in and out of school - After school club leading 12 members	<b>12/2021 – 04/2023</b>
<b>TOH (Treasures Of Hope) – Customer Service &amp; Teacher</b> - Help the less fortunate people across China - Sell quality items at discounted prices; surpluses from factories - Run physical store off campus and on campus during school hours	<b>11/2019 – 08/2023</b>
<b>Beta Club - Events Designer and Artist</b> - Decorated the school according to the event - Designed or hand drew posters for announcements	<b>08/2019 – 07/2022</b>
<b>NHS (National Honors Society) – Participant &amp; Teacher</b> - Taught younger students before, during, and after school	<b>09/2019 – 08/2022</b>
<b>Senior Research Paper – Cognitive Science and Design</b> - Consult with experts about gaps in cognitive science in regard to design - Conduct experiments on participants in and out of school - Publish research and present to schools	<b>09/2022 – 08/2023</b>

## Creative Projects

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<b>Hopes in Cages – Installation Art</b>	<b>04/2022- 05/2022</b>
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Inspired by a viral video, "The Sound of April," during the epidemic in Shanghai. I reflected on the status of people in the epidemic and the relationship chain in the epidemic. The cage lights up when the sensor incorporated detects the user's presence, providing the user with a source of illumination, offering an insight into the ordeal "behind bars".

### **Escape of Deception – Installation Art**

**08/2022 – 09/2022**

An ongoing project that explores a different aspect of "Hopes in Cages" and exhibits an attempt from me to illustrate the severity of these unnecessary laws from the perspective of an animal. Featuring Zorb balls, a poisoned cracker castle, dehydrated syringes (in reference to the vaccine controversy), and a hamster cage, these four segments of hamster to human projection—which include suffocation behind masks, famine leading to illness, desperate citizens, and isolation—have been translated into physical "stations."

### **DigiCoffin – UI/UX, Service, Web Design**

**08/2022 – 09/2022**

A service and web design that I have created dedicated to users interested in granting access to loved ones or other heirs to have the right to their bequest. By doing so, they would maintain their legacy and safeguard their heritage for future generations. A "DigiCoffin" account permits individuals nominated by the deceased to access their accounts and data after death.

### **Interactive Volleyball Systematic Design – Smart Product, AR Design**

**06/2022- 08/2022**

During volleyball practice, a coach can only maintain track of some players, making it impossible to evaluate every player's performance individually and collectively. My creation can remedy this by utilizing sensors in AR glasses and an interactive court to track players' movements. The AR glasses can then be used to determine whether a team is playing well together. Using an interactive floor and AR sensors worn by players, my design supports volleyball training and coaching where individual activities can already be recognized using sensor data.

### **Miss April – Live Performance**

**05/2024**

Inspired by live interactive music and noise, I performed for NYU's IMA alter ego's show. My set was a fusion of music and familiar Buddhist mantras. To add a personal touch, I crafted my costume from found materials, infusing the performance with a unique visual element. The process was a journey of experimentation and creativity, exploring the intersection of sound, spirituality, and self-expression.

### **Bloom – Film Score**

**01/2024**

A short film about coming of age, sex and vulnerability. I individually scored a five-minute film featuring a crew of 15 people. The process involved diving deep into the characters psychology and narrative arcs, using Logic to craft melodies that resonated emotionally and visually.

## **Awards**

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### **International Fine Art Competition ESSA**

**02/2021**

Work selected and exhibited as Dongguan's 3rd place fine art finalist

### **Secondary Advanced Student Artist Award**

**07/2022**

Top 1% AP Art Student Award, 15 works selected and exhibited in Dongguan's local art walk

### **Third Beijing National Teen Dance Competition**

**08/2016 – 08/2019**

Recognized by the School of Continuing Education of Beijing Dance Academy & Sunshine National Youth's Activity Organization Committee for an outstanding performance and dance achievement performance of Aesthetic Education; placing top 9 out of 109 contestants

## **Software and Skills**

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- Experience with interactive installations and multimedia projects
- Excellent teamwork and communication skills
- Adobe Illustrator, Adobe Experience Design, Adobe Photoshop, Lightroom, Figma, Logic