Thomas J. Lee

(860) 617-9737 | jcblee@gmail.com | tleeaf.github.io

Summary

Constantly seeking to expand the boundaries of my knowledge and intuition, I have built a varied skill set that draws on my experience at the intersection of digital art and technology.

Education

University of Connecticut May 2017
 Master of Fine Arts, *Digital Media & Design*

University of Connecticut May 2014
 Bachelor of Science in Engineering, *Computer Science & Engineering*
Minor, *Mathematics*

University of Connecticut May 2011
 Bachelor of Arts, *Music with Jazz Emphasis*

Experience

University of Connecticut - Greenhouse Studios November 2017 – Present
Technology Strategist
- Directs overall tech strategy including platform adoption and org-wide solutions.
- Develops multimedia projects in varying formats including VR/AR apps, web apps, physical games, interactive digital experiences.
- Core administrative duties with oversight on budget and hiring.
- Supervises/mentors 12 graduate and undergraduate student assistants.

University of Connecticut January 2020 – May 2021
Adjunct Instructor
- Designs and teaches a 15-week course Exploring Digital Arts, a broad introduction to digital arts techniques and theory.

University of Connecticut June 2017 – October 2017
Designer/Developer
- Oversee development of VR experience recreating historical events to communicate Renaissance music history research.
- 3D modeling (environmental and character), animation, texturing, VR interactive programming.

University of Connecticut September 2015 – May 2017
Graduate Assistant
- Technical and design contributions to non-touch interactive projects for clients including Boston Children's Hospital and Diversified Media Group.

Tallan Inc. July 2014 – August 2015
Consultant
- Developed a highly customized Microsoft CRM billing app for a national-scale waste management company.
- Implemented custom interfaces and developed automated workflows for billing and reporting.
- .NET web development, testing, report development, market research, documentation and data migration.

UConn Digital Media Center November 2013 – June 2014

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Programmer
> Assisted with Unity scripting and testing of a large non-touch interactive exhibit later installed in the lobby of Boston Children's Hospital.

Volunteering

New England Statistical Society May 2021 – Present
Web Developer
- Builds and maintains FERPA-compliant scholarship application and evaluation web system using AWS services including EC2, S3, Amplify, Route53, SES.

Technical Skills

Game Engines	Unity, Godot Engine
3D Packages	Blender, ZBrush, 3D-Coat, Cinema4D, Substance Suite
3D Disciplines	Modeling, Lighting, Rendering, Animation, Rigging, Mocap
Video	Animation, Motion Graphics, Video Editing
Design Programs	Photoshop, Illustrator, After Effects, XD
Programming Languages	C#, JavaScript, Java, C/C++, Python, R
Frontend Web	Vue, Angular, React, Svelte, Node, NPM, HTML, CSS, Responsive Design, Tailwind, Boostrap, Tachyons
Backend Web	Node, Supabase, Firebase, AWS, Express, PHP
Cloud	AWS: EC2, S3, Amplify, Lightsail, SES, Lambda, ELB, Route53
CMS	Wordpress, Omeka, Sanity, Dynamics CRM
Testing	Unit, Integration, E2E, TDD
Database	MongoDB, PostgreSQL, SQL, SSMS, SSIS/SSRS
Version Control	Git, Subversion, TFS, Plastic SCM
Operating Systems	Windows, macOS, Linux
Hardware	Arduino
Other	Interactive Design, Virtual Reality, Augmented Reality, Google AppScript, Processing/P5.js, Stereoscopic 3D, FTP, SSH