

## Alex M. Lee

Assistant Professor

Animation & Faculty Affiliate at Mesa City Media and Immersive eXperience Center (MIX)

School of Art

Herberger Institute for Design and the Arts

<https://alexmlee.com>

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### I. Education

#### A. Masters

2009 MFA The School of the Art Institute of Chicago, Art & Technology Studies

#### B. Bachelors

2005 BFA The School of the Art Institute of Chicago, Photography & Digital Imaging

### II. Professional Appointments

#### A. Academic

Present – 2023 **Assistant Professor** ASU Herberger Institute for Design and the Arts

Animation with affiliated position at Mesa City Media and Immersive eXperience Center, Tempe & Mesa City, AZ

2022 – 2018 **Associate Professor**, Clarkson University, Digital Arts & Sciences, Potsdam, NY

2018 – 2012 **Assistant Professor**, Clarkson University, Digital Arts & Sciences, Potsdam, NY

2012 – 2010 **Assistant Professor**, Woosong University Digital Media Design, Daejeon, South Korea

2009 – 2010 **Adjunct Assistant Professor**, The School of the Art Institute of Chicago, Chicago, IL

#### B. Administrative

2021 **Interim Director** (Spring Only), Digital Arts & Sciences Program, Clarkson University, Potsdam, NY

- Approve transfer credits
- Manage curriculum
- Manage academic spaces: media lab, advanced media lab
- New York State accreditation reporting (Middle States)
- Schedule courses
- Technology acquisition and support
  - Render farm management
  - XR equipment and related software
  - Digital Arts Studio equipment and related software
  - Phased Development Motion Capture Studio and XR Lab (planned) \$25,000
- Outreach and recruitment efforts with Clarkson Marketing Department
  - Program development update meetings

### C. Related Professional Experience

2007-2005 **Aerial Photographer/Digital Imaging Specialist**, Sidwell Company: GIS Services, St. Charles, IL  
2007-2005 **Advertising & Motion Graphics**, DZINE INC., Chicago, IL

## III. Research

### A. Solo/Two-Person Exhibitions and Performances

2024 *the Fold: episode II*, East Asia debut, curated by Shinjiro Saito, Gallery Hakusen (白線), Tokyo, Japan (forthcoming)

2022 *Everything from Here to Infinity*, curated by Shinjiro Saito, Gallery Hakusen (白線), Tokyo, Japan

2018 // *lonely avatars*, curated by Frank Yefeng Wang, The Chazan Family Gallery, Rhode Island College, Providence, Rhode Island, USA

2017 *Everything from Here to Infinity*, curated by Mihyang Kim, Gallery DOS (도스), Seoul, Korea

2013 *Rendering Time*, two-person exhibition with artist Claudia Hart, curated by Mihyang Kim, Gallery DOS (도스), Seoul, Korea

2012 *Temporalities*, curated by Mihyang Kim, Gallery DOS (도스), Seoul, Korea

2009 *Manifold Structures*, curated by Justin Berry, Waymaker Gallery, New Calodon, Yorktown. [http://www.waymakergallery.com/shows/Lee01/Lee01\\_install.html](http://www.waymakergallery.com/shows/Lee01/Lee01_install.html)

2009 *Epic Theater: New Work from Alex Lee*, February Gallery, curated by Jamilee Polson, Chicago, IL

### B. Group Exhibitions and Performances

2024 *the Fold: episode II*, curated by Mikey Estes, ASU Grant Street Studios New Faculty Exhibition, Phoenix, AZ (forthcoming)

2024 *the Fold: episode II*, curated by Kristin Carey, 3500 Kelvin Lunar New Year's XR showcase, Phoenix, AZ

2024 *Project H.E.A.R.T.*, curated by Scarlett Kim, as part of Worlds in Play: ASU MIX Center, Mesa, AZ

2023 *Symbiose(s): Useful Fictions VR+AI Workshop Exhibition, the Fold: Episode II* and elements of *the Fold: Episode III*, with Canadian Artist Sofian Audry (author of 'Art in the Age of Machine Learning' by MIT Press), Theatre de la Ville, Espace Cardin, Paris, France

2022 *Paris/Berlin Recontres Internationales: VR Lab, 'the Fold: episode I'*, curated by Nathalie Henon and Jean-Francois Rettig, Haus der Kulturen der Welt, Berlin, Germany  
\*highly competitive arts festival

2022 *New Images Festival: XR Art Fair*, programmed by Josephine Bories, Paris, France

2022 *Paris/Berlin Recontres Internationales: VR Lab*, 'the Fold: episode I' world premiere, curated by Nathalie Henon and Jean-Francois Rettig, Paris, France

2021 *Paris/Berlin Recontres Internationales: 360 Video/AR/VR/XR Programme*, 'the Fold: episode I' world premiere, curated by Nathalie Henon and Jean-Francois Rettig, Berlin, Germany (cancelled due to Covid-19: Omicron)

2021 *Paris/Berlin Recontres Internationales: 360 Video/AR/VR/XR Programme*, 'the Fold: episode I' world premiere, curated by Nathalie Henon and Jean-Francois Rettig, Paris, France (postponed due to programming issues related to Covid-19)

2020 *L.E.V. Matadero (Festival de Electronica Visual y Experiencias Inmersivas)*, Madrid, Spain

2020 *Off the Screen!* Ann Arbor Film Festival, Ann Arbor, Michigan (cancelled due to Covid-19)

2020 *The 6<sup>th</sup> International Exhibition of New Media Art*, CICA Museum, Gimpo, Korea

2020 *The Artist Project Contemporary Art Fair*, curated by Miriam Arbus and sponsored by Telegenic, Better Living Centre, Toronto, ON

2019 *Elektra International Digital Art Festival*, with Canadian Artist Erin Gee, curated by Alain Thibault, Montreal, QC Canada

2019 *Digifest Interactive Zone*, as part of Creative Growth, curated by Meagan Budgell, Toronto, ON

2018 *Future Artifact*, curated by Laura Splan, Creative Tech Week, New York, NY

2018 *Digifest*, with Canadian Artist Erin Gee, curated by Tina Sauerlander, Goethe Institut, Toronto, ON Canada

2018 *Future Perfect*, as part of *Intersections: the 16<sup>th</sup> Biennial Symposium on Arts & Technology*, Hygienic Art Gallery, New London, CT

2017 *The Sands*, B3 Biennale, Frankfurt, Germany

2017 *Empty Vessels || Vulnerable Bodies*, curated by Doreen Rios, as part of The Wrong Biennale, <https://anti-materia.org/empty-vessels-eng>

2017 *Project H.E.A.R.T.*, a collaborative experimental video game with Erin Gee, curated by John G. Hampton and Maiko Tanaka as part of themed exhibition *Worldbuilding*, Trinity Square Video, Toronto, ON

2017 *The Real Fake 2.0*, curated by Rachel Clarke, Claudia Hart, Pat Reynolds, Connecticut College, CT

2017 *The Sands*, curated by Justin Berry, Essex Flowers Gallery, New York, NY

2017 *Rhythmic*, curated by Nozomi Kato, All Things Project Gallery, New York, NY

2016 *The Real Fake 2.0*, curated by Rachel Clarke, Claudia Hart, Pat Reynolds, The Bronx Art Space, Bronx, NY

2016 *ACM Siggraph, Digital Art Perspectives: Science of the Unseen*, curated by Phil Gough, Lindsay Zackeroff, Cynthia Beth Rubin, Anaheim, CA

2015 *Art + Technology*, curated by Brett Ian Balogh, Ann Arbor Art Center, Ann Arbor, MI

2015 *Xpace Video Screening*, curated by Adrienne Crossman, Xpace, Toronto, Canada

2015 *On Movement*, curated by Mihyang Kim, Gallery DOS, Seoul, Korea

2015 *Les Nocturnes Du Mac, X+I*, curated by Erin Gee, Benoit Palop, Sabrina Ratte, Tristan Stevens, Museum of Contemporary Art, Montreal, QC, Canada

2015 *North of the Blue Line*, curated by Catherine Tedford, Brush Gallery, St. Lawrence University, Canton, NY

2014 *2-D Sculptural Video*, curated by John G. Hampton, Trinity Square Video, Toronto, ON, Canada

2014 *Melting*, curated by Mihyang Kim, Gallery DOS, Seoul, Korea

2014 *The New Romantics*, curated by Claudia Hart, Katie Torn, & Nicholas O'Brien Eyebeam: Center for Art & Technology, New York, NY

2014 *On Location*, Biennial Symposium on Art & Technology at Ammerman Center, Connecticut College, New London, CT

2013 *Better Than Universe*, curated by Jinsang Yoo, Daegu Art Factory, Daegu, Republic of Korea

2013 *Prak-sis N3w M3dia mini Art Festival*, Chicago, IL

2013 *Axis International Art Festival*, Gallery DOS, Chicago, IL

2012 *Cyber Art Space*, curated by Dimitris Michalaros, Arts Action Kodra, online exhibition

2011 *The Aesthetics of the Fake*, group exhibition, curated by Rachel Clarke, William Paterson University, Wayne, NJ

2011 *Prak-sis Experimental Film Screening*, group exhibition, curated by Mi-yeon Kwon, Chicago, IL

2011 *The Aesthetics of the Fake*, group exhibition, curated by Rachel Clarke, Sacramento University Library Gallery, Sacramento, California

2010 *Prak-Sis [SMB Project]*, group exhibition, curated by Mi-yeon Kwon, Chicago, IL

2010 *Long Beach Island Foundation for the Arts and Sciences, National Juried Competition: Digital Works*, curated by Marisa Olson, Long Beach Island, New Jersey

2009 *Barewalls*, benefit auction for The School of the Art Institute of Chicago, IL

2009 *Art Chicago: NEXT Art Fair: Waymaker Gallery*, Merchandise Mart, Chicago, IL

2009 *Sugar: New Media Work, Around the Coyote Festival*, Chicago, IL

2009 *Graduating MFA Exhibition*, The School of the Art Institute of Chicago, IL

2009 *Mio Photo*, Mio Hall, Osaka, Japan

2008 *Wordplay*, South Side Community Art Center, Chicago, IL

2006 *Active Liberty*, SUG Gallery, SAIC, Chicago, IL

2005 *Everybody Paints!*, Parlour, Chicago, IL

2005 *Postcard Show*, The Contemporary Artists Center, North Adams, MA

2005 *Made in NA, MA*, The Contemporary Artists Center, North Adams, MA

2005 *Then & Now*, Gene Siskel Film Center, group show, Chicago, IL

2005 *Turn Over Across a Revolution*, G2 Gallery Space, group show, Chicago, IL

2005 *Nippon Awards Show*, Nippon Steel, Inc., Chicago, Illinois

2004 *Exquisite Pknik*, Doubner Space, group show, Prague, Czech Republic

2004 *Social Alterations*, SAIC admissions gallery, group show, Chicago, Illinois

### **C. Publicly Authored Computer Software**

2021 *Stories from the Circle: A Monument in Extended Reality*, AR App for iOS and Android published on the App Store and Google Play (respectively): <https://storiesfromthecircle.org>

### **D. Peer Reviewed and Invited Book Chapters**

2024 *Encyclopedia of New Media Art*, by Rachel Clarke, Bloomsbury Academic (anticipated release December)

2010 *Reframing Photography*, by Rebekah Modrak and Bill Anthes, Routledge Press (online version), <http://www.reframingphotography.com/artists/alex-m-lee>

### **E. Published Interviews**

2021 *Project H.E.A.R.T.*, with Erin Gee, Slanted Magazine, Spring/Summer Issue 37: Artificial Intelligence, Germany

2014 *The New Romantics*, catalog publication by Metaverse Creativity, interview written by Nicholas O'Brien

### **F. Peer Reviewed Conference Proceedings**

2024 Alex M. Lee, *Performative 3D Agents Leveraging Reinforcement Learning in 'the Fold'*, Proceedings of 29th International Symposium on Electronic Art (ISEA): Everywhen, Brisbane, Australia

2022 Eric J. York, Lisa Propst, Rebecca Pelky, Jennifer L. Ball, Alex M. Lee, and Phillip White-Cree. *Stories from the Circle: Extended Reality (XR), Posthumanism, and Decolonizing the Design of Communication*. In Proceedings of the 40th ACM International Conference on Design of Communication (SIGDOC '22). Association for Computing Machinery, New York, NY, USA.

2022 Alex M. Lee, Lisa Propst, Eric J. York, Phillip White-Cree, Rebecca A. Pelkey, Jennifer L. Ball.. *Stories from the Circle: Augmented Reality as Boundary Infrastructure for*

*Decolonizing the Site of Monuments*, In Proceedings of 17<sup>th</sup> Biennial Symposium on Arts & Technology: Contact, New London, CT

2022 Su Hyun Nam, Alex M. Lee, Sanglim Han, Jason Eppink. *Possibilities of the virtual in digital space; Rethinking bodies, cognition, and values in Metaverse*. In Proceedings of 27<sup>th</sup> International Symposium on Electronic Arts (ISEA): Possibles, Barcelona, Spain

2020 Erin Gee, Alex M. Lee, Sofian Audry, *Playing with Emotions: Biosignal-based Control in Virtual Reality Game 'Project H.E.A.R.T.'*, In Proceedings of 26<sup>th</sup> International Symposium on Electronic Art (ISEA): On Sentience, Montreal, QC

2019 Noah Chicoine, Megan Porga, Belsena Hall, Sara Moran, Katelynn Mays, Schuyler Meyer, Alex M. Lee, Andreas Wilke, *Using Virtual Reality to Study Human Foraging Behavior*, Psychonomic Society 60<sup>th</sup> Annual Meeting, Montreal, QC

### **G. Collaborative Projects**

2017 Design and Development for Proposed Hudson River Estuarium: Exhibit and Web Grant, in collaboration with Dr. Peter Turner (Pi), Dr. Seema Rivera (Co-I), Department of Environmental Conservation and TellArt (interactive design company based out of NYC/Boston)

2016 *Pier 26 NYC Interpretive Exhibition Plan*, committee member and co-researcher in collaboration with members of New York Hall of Science, Beacon Institute, and Union Graduate College, Clarkson University

### **H. Residencies/Fellowships**

2021 Harvestworks, Workspace Residency, New York, NY

2016 The Laboratory, virtual reality themed artist residency, Spokane, WA

2015 Institute for Electronic Arts at Alfred University, support based residency, Alfred, NY

2014 Trinity Square Video, commission-based production residency, Toronto, Canada \$1350 and production support with exhibition

2005 The Contemporary Artists Center Residency, North Adams, MA

### **I. Synergistic Knowledge Exchange/Research Workshops Amongst Experts**

2024 VR+AI Workshop (phase II) at University of Montreal in Quebec, Canada, with Sofian Audry, Samuel Bianchini (EnsAD), Louis-Claude Paquin (UQAM), Florence Millerand (UQAM), Danny Perreault (UQAM), Filipe Pais (EnsAD), as part of Hexagram Residency (anticipated early Summer)

2023 Useful Fictions: VR+AI Workshop at École Polytechnique, Paris/Saclay, France, with Sofian Audry, Samuel Bianchini (EnsAD), Louis-Claude Paquin (UQAM), Florence Millerand (UQAM), Danny Perreault (UQAM), Filipe Pais (EnsAD), as part of Hexagram

### **J. External Honors/Awards/Grants/Competitive Funding**

Current - 2022 *Leveraging Virtual Reality to Enable Cooperative Problem-Based Learning in Undergraduate Neuroscience Courses*, Unity XR Meta Grant (Pi), with Dr. Lauren Petley (Pi), Dr. Johndan Johnson-Eilola (Pi) (deceased), \$120,000 USD

Current - 2022 *Understanding Aesthetic & Practical Parameters of Reinforcement Learning (machine learning) in Digital Arts* (Co-I), with Dr. Sofian Audry (UQAM) (Pi), Dr. Samuel

Bianchini (EnsAD) (Co-I), Dr. Nicolas Bernier (UdeM), transversal methodological research axis by: Paquin & Millerand (UQAM) (Co-Is), Canadian Social Sciences & Humanities Research Council: Insight Development Grant, \$74,837 CAD

2022 **Humanities NY: Vision Grant (NEH)**, with Dr. Lisa Propst, Dr. Phillip White Cree, Dr. Rebecca Pelkey, Dr. Eric York and Dr. Jennifer Ball, *'Augmented Stories from the Circle: Perspectives on a Syracuse Monument* (alpha build/distributable/public facing initiatives for impact), \$1500 USD

2021 *Leveraging Virtual Reality to Enable Cooperative Problem-Based Learning in Undergraduate Neuroscience Courses* (Co-I), with Dr. Lauren Petley (PI) Dr. Johndan Eiola (Co-I), 'National Science Foundation' (not funded), \$98,994.72 USD

2018 *A Speculative Virtual to Augmented Southern Monuments Project (for Microsoft Holo with derivative smart device deliverables): Virtual and Mixed Reality Project*, principal investigator in collaboration with Dr. Lisa Propst (Co-I), Dr. Chris Robinson's (Co-I) *Violence and Reconciliation Class* & Dr. Jen Ball's (Co-I) *Social Documentation Class*, Clarkson University, Potsdam, NY. National Endowment for the Humanities Digital Humanities Grant (not funded)

2017 Design and Development for Hudson River Estuarium Exhibit and Web Grant (Co-I) in collaboration with Dr. Peter Turner, Clarkson University, New York State Department of Environmental Conservation, \$200,000 USD

2016 Canada Arts Council Grant in collaboration with artist Erin Gee as part of Trinity Square Video's VR themed commission co-sponsored by AMD, \$2500 CAD of a \$5000 CAD Grant

2012 *Micromechanical Etiology of Vertebral Compression Fracture: Data-Driven Computer Visualization Can Motivate Fracture-Prevention Activities* (not funded), National Institutes of Health, Co-Pi with Dr. Stacey Zeigler, Dr. Laurel Kuxhaus, Dr. Kathleen Issen, Dr. Philip Yuya

2009 MIO Photo, Jurors Award, Osaka Japan

2005 BFA Graduating Fellowship Award Recipient, SAIC

2003 Nippon Steel U.S.A./School of the Art Institute Presidential Awards Competition

#### **K. Internal Honors/Awards/Grants/Competitive Funding**

2023 *Paradigm Shifts Symposium & Research: Artificial Intelligence in Animation*, with Shawn Lawson (Co-I), ASU Knowledge Enterprise AI Seed Grant (Type 1 & 2), \$250,000 USD (not funded)

2023 *Herberger Institute Research Building Investment (HIRBI) Subvention Grant*, 'the Fold: episode II', \$4824 USD

2021 Clarkson Small-Grants Award, with Dr. Lisa Propst, Dr. Phillip White Cree, Dr. Rebecca Pelkey, Dr. Eric York and Dr. Jennifer Ball from Clarkson University's Small Research Grants Award Initiative, *'Augmented Stories from the Circle: Perspectives on a*

*Syracuse Monument* (alpha build/distributable/public facing initiatives for impact), \$5000 USD

2020 Clarkson Small-Grants Award, with Dr. Lisa Propst, Dr. Phillip White Cree, Dr. Chris Robinson, Dr. Jennifer Ball from Clarkson University's Small Research Grants Award Initiative, '*Augmented Stories from the Circle: Perspectives on a Syracuse Monument* (beta build/prototype), \$5000 USD

2019 Clarkson Small-Grants Award, with Dr. Andreas Wilke (Clarkson Psychology Department), *A Virtual Reality Foraging Study*, \$2590 USD

#### **L. Art Gallery, Non-Fungible Token (NFT) and XR Content Representation**

[OUTPUT, Shanghai, China](#)

[Gallery DOS, Seoul, Korea](#)

[Radiance VR](#)

[Sedition](#)

[Foundation](#)

[Vtape](#)

#### **M. Permanent/Private Collections**

North Country Children's Museum

St. Lawrence University, Richard F. Brush Permanent Collection

VTape Video Collection

Nippon Steel

Various Private Collections

#### **N. Professional Presentation/Public Lectures**

2023 Artist Talk, *Emerging Media Studio: Fluid Animation* by Snow Yunxue Fu, New York University, Tisch School of Art, online

2023 Artist Talk, *Imbuing Agents with Qi (氣) Through Synthetic Digital Energy, Creative AI Vermont: Symposium on Artificial Intelligence + Art*, Burlington, VT

2022 *VR Showcase: Everything from Here to Infinity*, North Country Children's Museum, Potsdam, NY

2022 *Ammerman Center Symposium: Contact, Stories from the Circle: AR as Boundary Infrastructure for Decolonizing the Site of Monuments*, paper presentation, New London, CT

2022 *Imbuing Agents with Qi (氣) Through Vital Digital Energy*, Future Bodies Symposium, Virginia Tech, Blacksburg, VA

2022 *Embracing Contradictions*, Impossible Projects Symposium, *Stories from the Circle* panelist with Dr. Lisa Propst, Dr. Jennifer Ball, and Dr. Eric York

2022 *Possibilities of the virtual in digital space; Rethinking bodies, cognition, and values in Metaverse*, *International Symposium on Electronic Arts: Possibles*, panelist with Sanglim Han, Jason Eppink, Alex Lee and Yvette Granata moderated by Su Hyun Nam, Barcelona, Spain



2021 *DXARTS 450: Artist Talk and Workshop*, by invitation from Professor Chanhee Choi, Digital Arts & Experimental Media Program at the University of Washington, online

2021 *Syracuse University Colloquium Series: The Relationship Between Humans and Technology*, moderated by Professor Susannah Sayler, online

2020 *Immersive Learning Research Network: Vision 2020*, artist talk, moderated by Justin Berry and Johannes DeYoung, online

2020 *VRTO: Virtual & Augmented Reality World Conference & Expo*, Mozilla HUBS artist talk, moderated by Miriam Arbus, online

2016 *SIGGRAPH: Science of the Unseen*, panelist moderated by Phil Gough alongside other members of group exhibition during SIGGRAPH Conference, Anaheim, CA

2013 *The Virtual Image: Representing the Uncanny*, Axis International Art Festival, Chicago, IL

2011 *A Modern Lightness: Interpretations on Modernity, Light, & Time*, Korea Interdisciplinary Arts Network (KoIAN), Seoul, South Korea

2008 Artist Lecture, Korean Graduate Student Association, SAIC, Chicago, IL

#### **O. Press/Media Appearances and Interviews**

2017 *Asia Today*, <http://www.asiatoday.co.kr/view.php?key=20170724010011586>

2017 *Artsum*, [http://www.artsum.co.kr/ex\\_detail.php?num=2743](http://www.artsum.co.kr/ex_detail.php?num=2743)

2017 *Neolook*, <https://neolook.com/zb/view.php?id=post2005&no=239576>

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Doctor's News, Yoon Seo Ho

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Woman Daily, Jeon Bo Yeon

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Kim Dal Jin Art Research Center

2013 *Claudia Hart & Alex M. Lee 'Rendering Time'*, Han Sa Bang Open World

2012 *Alex M. Lee – Temporalities*, Korea Art Daily

2012 *Gallery DOS artist Alex Lee in 'Temporalities'*, Korea Arts Journal, Hyun In Jung

2012 *Gallery DOS artist Alex Lee 'Temporalities'*, Korea Art TV, Han Jung Kim

2012 *Art of time regains in 'Temporalities'*, News Culture, Kyung Min Lee

2012 *Art & Design*, Union Press, Jin Young Chae

2012 *Find Lost Time 'Temporalities'*, News Can, Gang Tae Young

#### **P. Catalogs**

2017 *Everything From Here to Infinity*, catalog publication, Alex Lee, Gallery DOS

2014 *Better Than Universe*, catalog publication, Daegu Media Art ZKM, forward written by Jinsang Yoo

2012 *Temporalities*, exhibition catalog, Gallery DOS, critical essay written by Mihyang Kim

2009 *Mio Photo* exhibition catalog, Osaka, Japan

2008 *Wordplay* Exhibition Catalog, Chicago, IL

#### **Q. Reviews/Interviews and Works Reproduced/Cited**

2019 *Elektra celebrates art at the intersection of Humanity and Technology*, Nora Rosenthal, CULT MTL

2019 *Reflections on Montreal's Elektra Festival, its twentieth edition, and the exhibition of digital media art*, Ger Zielinski, Necsus

2018 *Project HEART: A Virtual Reality War Game Where Soldier Morale is Controlled by The Player's Real Emotions*, by Wagner James Au (Second Life Creator), New World Notes, Official Second Life Blog  
<http://nwn.blogs.com/nwn/2018/03/vr-game-empathy-joy-project-heart-erin-gee.html>  
 2018 *Radiance VR*, by Tina Sauerlander: <https://www.radiancevr.co/artists/alex-m-lee>  
 2017 *Reach Out and Touch This Virtual Reality Art Installation*, by Ben Panko, Smithsonian Magazine, August 18<sup>th</sup>  
 2017 *A VR Exhibition Pays Tribute to a Long-Gone Vegas Casino*, Benjamin Sutton, Hyperallergic,  
<https://hyperallergic.com/394786/a-vr-exhibition-pays-tribute-to-a-long-gone-vegas-casino>  
 2014 *Changing What Video Art Can Be*, Canadian Art, Bryne McLaughlin, October 17<sup>th</sup>  
<http://canadianart.ca/reviews/2014/09/30/tsv/>  
 2014 *Are Digital Artists Really the 21<sup>st</sup> Century's New Romantics?*, Paddy Johnson, Artnet News, April 23, 2014,  
<http://news.artnet.com/art-world/are-digital-artists-really-the-21st-centurys-new-romantics-11528>  
 2014 19<sup>th</sup> Century Romanticism Gets an Update at Eyebeam's Group Show "The New Romantics", by Zach Sokol, April 18,  
[http://thecreatorsproject.vice.com/en\\_uk/blog/photos-19th-century-romanticism-gets-an-update-at-eyebeams-group-show-the-new-romantics](http://thecreatorsproject.vice.com/en_uk/blog/photos-19th-century-romanticism-gets-an-update-at-eyebeams-group-show-the-new-romantics)  
 2012 *Anti-Utopias*, by Sabin Bors, online publication, <http://www.anti-utopias.com/>  
 2005 *Helix Magazine*, Winter Issue, New Britain, CT  
 2005 *Helix Magazine*, Spring Issue, New Britain, CT  
 2004 *Featured Artists*, F News Magazine Chicago, IL  
 2003 *Featured Art*, Canton Connecticut Publication, Canton, CT  
 2003 *Selected Shows*, The Hartford Advocate, Hartford, CT

## IV. Teaching

### A. 2023 - Course Repertoire: Arizona State University, Animation Program & Media and Immersive eXperience Center (MIX) (\*indicates new course created)

*\*Approaches to Contemporary Animation*: A non-industry, global, multicultural, and emergent technologies perspective of animation history with relevant theory peppered into the content. Experimental animation post 20<sup>th</sup> century addressing current trends such as extended reality technologies, artificial intelligence, as well as covering contemporary artists emerging from post-internet web aesthetics up to Web3. Links to existing discourses such as painting/drawing, sculpture, digital photography, and performance will be made. (proposed)

*\*ART 494/HDA 598 (MIX): Machine Learning for Animation & XR* is an upper division undergrad and graduate level practicum which leverages machine learning methods in expressive animation and its incorporation into extended reality platforms. The class will focus on leveraging the potential of autonomous 3D agent performances using reinforcement learning. Experience with 3D computer modeling (asset creation) and/or basic object-oriented programming for real-time video game engines required.

*Art 348: Animation & Motion Studies* focuses on the principles of animation while solving a series of formal problems developed by Johannes Itten's radical early twentieth-century basic

art course developed for the Weimar Bauhaus School of Art and Design translated into 3D software. The principles of animation will be translated into a series of mini-projects in increasing levels of complexity to include humanoid movement, rigging, and various other intermediate aspects of the 3D development pipeline.

*Art 346: 3D Computer Imaging* reinterprets Johannes Itten's 20<sup>th</sup> century basic art course developed for the Weimar Bauhaus School of Art & Design with the introduction of 3D software. Students will solve a series of formal problems, introduced in increasing levels of complexity, evolving their abilities to utilize aspects of light and dark, form, rhythm, color, proportion and volume.

*\*Art 294 (Online Summer): 3D Character Design* involves the conceptualization and design of high definition 3D characters. Methods for sculpting, texturing, baking and retopology will be covered in preparation for rigging. Students will be required to purchase or have access to a small (or large) digital Wacom tablet to realize their designs. (proposed)

2023 499 Independent Study: Joshua Phipps

## **B. 2012 – 2022 Course Repertoire: Clarkson University, Digital Arts & Sciences Program** (\*indicates new course created)

*\*Machine Learning for Animation & XR* is a graduate level practicum which leverages machine learning methods in expressive animation and its presentation in extended reality platforms. The class will focus on the potential of sentient agent performances using reinforcement learning. Experience with 3D computer modeling and object-oriented programming for real-time engines required. (proposed)

*\*Theories in Contemporary Animation & XR* is a graduate level seminar involving the critical examination of critical theory and postmodern issues as it relates to contemporary animation and its extension into VR/AR/IR/MR. The course will be broken down into key themes as they relate to issues surrounding animation and its practice which include but are not limited to: perspective & the gaze, technical images & information, semiotics & hypertext, simulacra & simulation, queer & cyborg theory, the virtualized body & embodiment, affordance, empathy & presence, algorithms & emergence, artificial intelligence & bots. (proposed as a two-part sequence)

*\*DA 500: Directed Study & Collaborative Projects* is a graduate level practicum involving the creation of advanced projects under the guidance of the instructor. Topics may include but are not limited to: data visualization, scientific visualization, UI/UX interface design & app development, outreach projects structured around STEM Education, and STEM based virtual reality experiences.

*DA 492: Senior Studies* is the capstone of the advanced studio sequence in which DA&S seniors integrate the knowledge and skills developed in the program to complete their portfolios by working independently on a large-scale project. Each student should choose the proper section, which correlates with the faculty member who they wish to work with for the semester.

*DA 491: Professional Practice* is part one of the advanced studio sequence in which the DA&S major applies the knowledge and skills developed in the program to design a visual portfolio under the directed study of a specific faculty member.

*DA 400: Advanced Topics in 3D* is directed towards students' investigation towards a project of their own design. Students develop a series of individual or collaborative animation projects with instructor guidance.

*\*DA 392: Digital Photography/Imaging* is an investigation of the medium of digital photography and imaging as a tool towards personal and artistic expression. Visual photographic literacy and theory is a critical aspect of contemporary photographic imaging practice and will be integrated within the course.

*\*DA 342: 3D Character Design, Sculpting and Rigging*, students will conceptualize, design and digitally paint 2D characters and realize them as high polygon sculpted 3D models. Methods for sculpting, baking and retopology will be covered for high-fidelity characters in preparation for rigging. Advanced rigging methods will be introduced for full character dialogue and expressive movement. Students will be required to purchase a small digital Wacom tablet to realize their designs.

*\*DA 341: Animating & Visualizing Information & Data* involves representing data and information as a means of linear and non-linear storytelling. Flat, time-series, spatial and other types of data will be rendered into 3D and interactive applications. Various methods will be introduced, but all will involve creating a data reader, parsing data and representing said data in the 3D space in an innovative and experimental fashion. Immersive applications to given examples will be privileged.

*\*DA 340: Virtual, Augmented, Mixed, & Immersive Reality* is an exploratory class which delves into the use of virtual reality devices such as the Oculus Rift and HTC Vive for interactive content creation. Students will explore a mix between real-time, 360-video, and rendered methods to produce challenging content which will explore the potential of what can be achieved with these exciting new platforms. Emphasis will be placed on the experimental application of techniques.

*\*DA 300: Virtual Mechanical & Organic Movement*, intermediate level three-dimensional rigging and animating course interpreting mechanical and humanoid organic movement virtually with an eye towards creating experimental computer animations.

*DA 225: Digital Painting & Illustration* is a studio course which teaches painting and illustration through the use of digital tools such as the computer and pen tablet. This course builds on the student's previous knowledge of color theory, drawing, and design. This course will introduce a raster-based media that facilitates the digital creation of concept art, storyboards, 2D painting, 3D textures, environment design and character design. Students will be required to purchase a small digital Wacom tablet to realize their designs.

*DA 212: Art in Context*, a critical exploration of the key themes, ideas, and dialogues that inform and guide contemporary art practices. Through readings, writing, and discussions, students will analyze artists and art movements through both historical and theoretical perspectives with a special emphasis on the position of new media technologies in contemporary art and culture.

*DA 200: Intro to Experimental 3D*, introductory three-dimensional computer modeling, computer animation, and experimental real-time engine course utilizing Maya, Mudbox and Unity with the integration of the Basic Bauhaus course developed by Johannes Itten.

**C. 2010 – 2022 Course Repertoire: Woosong University, Digital Media Design Department** (\*indicates new course created)

\**Contemporary Architecture Theory: On the Intersection Between Media Art & Architecture*, first-year graduate level Architecture course co-taught with Architect and Professor Haewook Lee on media architecture.

*Animation/Motion Graphics*, introductory 3D animation and motion graphics course involving Autodesk Maya and Adobe After Effects with the integration of the Bauhaus Basic course developed by Johannes Itten

*Photography I* (two sections), beginning photography course for freshmen directed towards basic photography skills, conceptual photography development, and introduction to modern photography history.

*Photography II* (two sections), intermediate photography course directed towards developing lighting and printing skills as well as developing a creative body of photographic work.

\**Computer Design II* (two sections), intermediate level computer design skills for students involving Adobe Photoshop, Illustrator, and InDesign. Topics covered include typography, layout, information design, front-end user experience design

\**Computer Design I* (two sections), intro level computer design skills for students involving Adobe Photoshop, Illustrator, and InDesign. Topics covered include pixel art, photographic compositing, vector-based design, Bauhaus principles and the application of color theory

**D. Course Repertoire: The School of the Art Institute of Chicago, Art & Technology Department**

*Intro to Experimental 3D* (two sections), introductory three-dimensional computer modeling and animation course utilizing Maya with the integration of the Basic Bauhaus course developed by Johannes Itten.

*Wired Digital Imaging* (two sections), Intensive First Year Freshman course involving web publishing and digital imaging techniques utilizing Photoshop, HTML, and Dreamweaver. The School of the Art Institute of Chicago.

**E. Undergraduate Research**

2021 DEC funded Hudson River immersive reality storytelling project with upper division DA&S student Elias Besculides, Clarkson University

2018 DEC funded Hudson River immersive reality storytelling project with upper division DA&S student Marcus Moser, Clarkson University

2016 *Particles and Fractals VR Visualization*, student Trevor Lang as part of Natasha Banerjee's Human Computer Interaction Class within the CS Department, Clarkson University

## **F. Non-Credit Bearing Teaching**

2014 **Master Class Workshops: 3D modeling/animation**, Trinity Square Video, Toronto, Canada

2008-2007 **Teaching Assistant**, The School of the Art Institute of Chicago, Chicago, IL

## **G. Curriculum Development**

2023 MIX Center, Emerging Media Certificate in XR Technologies, Development Committee with Jacob Pinholster, Robert LiKamWa, Christina Carrasquilla, Anna Herruzo

## **H. Student Mentorship**

2023 Letter of Recommendation for ASU Animation Major Ruchi Ukhade, NSF Education and Training Opportunities (ETAP)

2021 Honors thesis review, Kalen Bjerga, (BS in Digital Arts & Sciences, Clarkson University)

2020 Honors thesis advisor, Autumn Rose Lennon, (BS in Engineering and DA&S Minor, Clarkson University)

2018 Honors thesis review, Schuyler Meyer, (BS in Computer Science and Digital Arts & Sciences, Clarkson University)

2018 Rittir Frankowski on content development for Digibit Smartphone Hand Controllers

2019 Honors thesis review, Nicklas Kenyon, (BS in Computer Science and Digital Arts & Sciences, Clarkson University)

2016 Faculty advisor/technical assistant to Allison Montroy (Data Analytics MS Major) on production of *Beacon Institute Interactive STEM Education Scientific Storytelling Project* - as part of McHenry Hudson Valley Award, Clarkson University & Beacon Institute with Institute for STEM Education member Seema Rivera

## **I. Student Academic Advising**

2023 Post-graduate career and technical guidance: Destiny Rosignolo, ASU Animation Major

## **J. Student Success**

Current - 2023 Technical Artist, Destiny Rosignolo, Edson College of Nursing and Health Innovation, Arizona State University

Current – 2022 Senior Software Engineer, Nicklas Kenyon, Kinotek

Current - 2022 Unity Developer, Schuyler Meyer, Darkstar Games

Current – 2021 Software Engineer/Full Stack Developer, Rittir Frankowski, ARCH Medical Solution, Vertical Solutions

Current - 2021 Instructor of Record, Emma Atkinson, University of Connecticut, Storrs, CT

Current - 2017 Multimedia Developer, Makishi Shimoyama, Northeast Maritime Institute

Current – 2016 Business Intelligence Analyst, Allison Montroy, Southern New Hampshire University

2022 Kaylen Bjerga, group exhibition, Remington Juried Art Exhibition, Ogdensburg, NY

2019 Student Emma Atkinson VR Experience *You Twist My Words* in international festival: Digifest Interactive Zone, Toronto, ON, Canada

2016 Allison Montroy, Beacon Institute Interactive STEM Education Scientific Storytelling Exhibition as part of *Submerge Festival*, Beacon, NY

**K. Student Publications**

2019 Noah Chicoine, Megan Porga, Belsena Hall, Sara Moran, Katelynn Mays, Schuyler Meyer, Alex M. Lee, Andreas Wilke, *Using Virtual Reality to Study Human Foraging Behavior*, Psychonomic Society 60<sup>th</sup> Annual Meeting, Montreal, QC

**V. Service**

**A. Service to the Profession**

2023 Curriculum Development Advisory Board Member at Owens Community College  
2019 Tenure review for candidate Jean-Marc Gauthier, University of Idaho, College of Art & Architecture  
2018 Tenure review for candidate Angela Ferraiolo, Sarah Lawrence College, Visual & Studio Arts

**B. Service to the Field**

2023 Juror on the Steering Committee for 29<sup>th</sup> International Symposium on Electronic Art  
2015 Juror for SUNY Potsdam Art Department, selection & writing of group exhibition at SUNY Potsdam Gallery

**C. Public/Community Service**

2023 Phoenix Center for the Arts Animation Advisory Board Member

**D. Professional Memberships**

Hexagram (International New Media Network) - VR Cluster of *Reshape: International Machine Learning Research Group*  
New Media Caucus  
College Art Association  
Trinity Square Video  
Asian American Arts Alliance  
ACM Siggraph  
VTape Toronto

**E. Service to University**

2023 Coordinating guest speaker, Claudia Hart, as part of Visiting Artist and Scholar Lecture Series (VASLS) and MIX Center presenter with graduate 1:1 visits, (pending)  
2021 Clarkson University Continuance Committee Member  
2019 – 2016 Clarkson University Walsh Arts & Sciences Seminar Committee Member  
2019 Acquisition committee member for equipment/facilities in Clarkson University's new Ignite Center (University-wide Maker Space)  
2022 - 2019 Clarkson University Gaming Club Advisor  
2018 – 2013 Clarkson University Photography Club Advisor  
2014 Clarkson University Walsh Mini-conference Co-Organizer and Moderator in collaboration with Computer Science Professor Janice Searleman

**F. Service to College**

2024 MFA Candidate Review Animation Unit Coordinator  
2023 Invited New Media Artist Snow Yunxue Fu as Guest Speaker as part of Art 346 Pedagogy  
2023 MFA Review for Intermedia Thesis Candidates Spring

2020 Clarkson University new faculty tenure advising committee member  
2018 Researcher on creation of a Masters of Education in Digital Arts Program with Dr. Peter Turner and Dr. Catherine Snyder  
2015 Committee Member on two Clarkson University Communication & Media Department Hires

**G. Service to Unit**

2024 MFA Animation Candidate Review Coordinator  
2023 Member of working group to develop library resources for animation  
2023 Advertising Poster Design for Animation Showcase (each semester)  
2023 Intermedia and Potential Animation Graduate Student Selection Committee  
2022 – 2012 Clarkson University, Annual enrichment trips for students to the Ottawa International Animation Festival  
2022 – 2012 Clarkson University, Annual enrichment trips for students to Eidos, Ubisoft, Warner Brothers, Mokko Studios, Framestore, Montreal, Canada  
2018 Hiring committee for new Clarkson University Digital Arts & Sciences Assistant Professor

**VI. Miscellany**

**A. Certifications**

CITI: Artificial Intelligence (AI) and Human Subject Protections  
CITI: Conflicts of Interest

**B. Languages**

English (native), Korean (intermediate), Japanese (basic)

**C. Programming**

C/C++, C#, MEL, Python, HTML, CSS, Java, Javascript, Processing

**D. Other**

Classically trained pianist, violinist, studied classical music and composition at University of Hartford Community Division with Sima Brodsky