

Eun Jung (E.J.) Lee

Visual Artist

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(412)297-1523

OBJECTIVE

To obtain a full time opportunity as a visual artist.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA 2008 - 2010
Masters in Entertainment Technology - A unique, specialized degree program in the interdisciplinary field of entertainment technology

Sheridan College Institute of Technology and Advanced Learning, Ontario, Canada 2004 - 2008
Bachelor of Applied Arts - Interpretive Illustration

Game Academy of Korea Game Development and Promotion Institute, Seoul, Korea 2001 - 2003
Certificate in Game Art (2D & 3D Graphic Design)

ACADEMIC EXPERIENCE

California Academy of Science Project – SPIKE, Silicon Valley, CA January - May 2010
2D Artist & UI Designer- Designed an integrated system for the California Academy of Sciences that combined new technology with a social-networking based website to promote educational learning.
– Accepted to the LateBreaking section of the SIGGRAPH 2010 in Los Angeles, California

Fortunato Depero's Futurist Puppetry Ballet – Depero Futuristi, Pittsburgh, PA June - December 2009
Presented *Balli Plastici*, a puppetry ballet inspired by the work of Italian Futurist Fortunato Depero, at the arts festival Performa 09 in New York City.
2D & 3D Artist - Digitized Depero's puppets and developed a digital marionette toolkit.
<http://www.etc.cmu.edu/projects/balli-plastici/>
– Listed on the New York Magazine website as one of the Best of Performa.
– Received the "Best Research Student Paper Award" at CGAT 2010.
– Film/Video Bronze winner of the 31st Annual Telly Awards

Online RNA Game – KnotIt, Pittsburgh, PA July 2009
Concept Artist - Created concept art for the online based RNA structure game.

Chicago Public Library Project – CPeLevated, Pittsburgh, PA January - May 2009
2D Artist - Designed a new multi-media center for teens at the Chicago Public Library.
<http://youmediachicago.org/>

Building Virtual Worlds – Class Projects, Pittsburgh, PA 2008
Texture Artist - Developed interactive worlds at a rapid pace in a team-based environment.
Used computer-based platforms including Head Mount Display, Playmotion and Audience Interaction.

PROFESSIONAL EXPERIENCE

Publications – *The Cultural Gutter*, by Carol Borden, Ian Driscoll, Jim Munroe, James Schellenberg and Chris Szego, expected to be published in 2010 January 2010 - Present
Information Graphic Designer

Publications – *Cross Media Communications: an Introduction to the Art of Creating Integrated Media Experiences*, by Drew Davidson, 2010 June - December 2009
Information Graphic Designer - Created information graphics.

NEXON Corporation – Public Relations Department, Seoul, Korea Summer 2007
Illustration/Graphic Design Intern - Published Nexon G-star 2006 Media Conference Wrap Up Report.

HONORS

Award for American Illustration 28, 2009
Merit Award Winner for Creative Quarterly 10, 2007