JO HEE LEE

3D Realtime Designer

+1 646 361 7931
joheelee@hotmail.com
New York City, NY

linkedin.com/in/jo-hee-lee/
youraveragejojo.com/

EXPERIENCE

Imagination | 3D Exhibition & Experience Designer
July 2022 - Present (New York City)
- Real-time visualization of design proposals & animated camera flythroughs using Unreal Engine 5 for RFP & Client meetings
- Created Augmented reality panorama sets for VISA RFP using Twinmotion Cloud(QR code & Url Link)
- Crafting virtual avatars using Epic Game's Metahuman creator
- Establish office best-practices & optimization for Rhino to Unreal Engine & Twinmotion workflow(3D & 2D assets)
- Digital Twin creation of existing environments using Cesium & Google Maps API plugin for Unreal harnessing 3D geospatial data
- Collaborate with 2D Graphic & Production Team to ensure timely fabrication, printing & delivery of on-site assets
- CAD of Plans/Sections/Elevations & other design drawings in Vectorworks for Luminar CES 2024 Event in Las Vegas

Studio V Architecture | Architecture Intern
May - July 2020 (New York City)
- World Architecture Festival 2021 - 1st Place for Urban Renewal category(Silo City project)
- 3D visualization of existing Buffalo City site context, Archviz in Vray & Photoshop collaging & conceptual storyboarding

Bjarke Ingels Group (BIG) | Design Assistant
January - July 2019 (Copenhagen, Denmark)
- Digital modelling & Archviz of SuitSupply Office HQ exterior & interior views in Vray
- 3D visualization & Parametric design for 1:1 scale 3D-printed concrete feature wall in office Lobby
- Digital & physical modelling of schematic iterations & volume studies for mixed-use development(CanningHill Piers, Singapore)

Dominique Perrault Architecture | Architecture Intern
January - June 2018 (Paris, France)
- 3D modelling of existing site & design for Gangnam Intermodal Transit Center project in Seoul, South Korea
- Physical modelling of design iterations & study of skylight acrylic features in subterranean lightwalk
- Presentation of physical & digital material to Seoul government officials for GITC project

INVOLVEMENT

Augmented Reality Portal Design Challenge | Bezel
2023 special mention

Web VR Metaverse worldbuilding competition | MonaGallery
2021 & 2022
- 1st place for live hackathon-style worldbuilding competition as part of NFT.NYC x Monaverse event 2022 (Unity WebGL)
- 'Coral exchange' entry for virtual build-a-thon competition (Unity WebGL Build)

Unity Developer Bootcamp | Circuit Stream
2022
- Agile development, API integration & database, debugging & optimization, C#

Augmented Reality & C# Course | Circuit Stream
2022
- Designed & Deployed a mini pokemon-go like iOS mobile game via Unity, ARKit, C# & X-Code

Seoul Biennale of Architecture & Urbanism
2017
- Selected for International entry Imminent Commons exhibtion for Sky-Dwellers of Changsin Dong project

EDUCATION

Columbia University GSAPP | Master of Architecture

NYU Tandon School of Engineering | Immersive Design Certificate in AR & VR
- Oculus Quest 2 VR build of an interactive construction site (Unity & C#)

National University of Singapore | Bachelor of Arts (Architecture)

SKILLS

Unreal Engine | Unity & C# | Twinmotion | Rhino | Blender | Vray | Character Creater 4 | IClone 8 | Adobe Aero,PS,AE,AI,ID
Bezel | Autocad | Vectorworks | Revit | Git | Davinci Resolve | VR & AR Development | SideQuest