

# MEEHAE SONG

Interactive Artist, Researcher & Educator



## EDUCATION

- PHD CANDIDATE**  
CURRENT  
**INTERACTIVE ARTS + TECHNOLOGY**  
Aesthetic Emotions in AI Generated Portrait Artwork for Arts-based Therapeutic Spaces  
School of Interactive Arts and Technology, Simon Fraser University  
Surrey, CANADA
- MASTERS DEGREE**  
SEP2006  
**ENGINEERING**  
Thesis: Virtual Reality for Cultural Heritage Applications  
Nanyang Technological University SINGAPORE
- CERTIFICATE**  
JUN1999  
**NEW MEDIA**  
International Certificate Program for New Media (ICPNM)  
The ICPNM Academy (Joint Fraunhofer/RISD Program)  
Providence, RI, USA
- CERTIFICATE OF RECOMMENDATION**  
MAY1997  
**MULTIMEDIA**  
Vanouver Film School  
Vancouver, CANADA
- BACHELORS DEGREE**  
FEB1993  
**COMPUTER SCIENCE**  
Ewha Woman's University  
Seoul, SOUTH KOREA



## WORK EXPERIENCE

- FOUNDER**  
2021-CURRENT  
**VROBJECTS**  
Consulting Services for VR/XR related applications and education
- RESEARCHER / INSTRUCTOR**  
2006-CURRENT  
**iVizLab, SIMON FRASER UNIVERSITY**  
I have developed and taught courses on:
  - Fundamentals of VR, MR and AR
  - Immersive Environments / Virtual Reality
  - Narrative and New Media
  - Cognition in Interactive Environments
- RESEARCH ENGINEER**  
2000-2005  
**FRAUNHOFER SINGAPORE (CAMTECH)**  
As the lead 3D modeler and conceptual artist, I developed VR projects for Apple Singapore, Ministry of Manpower and Land Transport Authority. VR application areas included: Manufacturing, Architectural Visualization and Walk-through, Cultural Heritage, Virtual Fish Tank and Forensic Investigations. Fraunhofer Singapore was formally Centre for Advanced Media Technology (CAMTECH).
- TECHNOLOGY COORDINATOR**  
1994-1996  
**THE BOSTON CONSULTING GROUP**  
I created the foundation for the networking (internal/external) in the Seoul office and oversaw the related equipment and hardware/software.



## AWARDS

- MS SCHOLARSHIP**  
2012-2013  
**MICHAEL STEVENSON GRADUATE SCHOLARSHIP**  
Simon Fraser University Sole Graduate Winner
- SSHRC AWARD**  
2009-2010  
**SSHRC DOCTORAL AWARD**  
Social Sciences and Humanities Research Council (SSHRC) of Canada  
Doctoral Award



## ABOUT ME

I have been working with various forms of 3D-based XR applications for the past 20+ years. I have industrial 3D and VR visualization and application experience and have been extracting and applying theoretical and historical VR knowledge to today's XR environments. Currently, I am collaborating with artists working with different types of mediums to create VR installations.

Over the past 15 years, I have been designing and teaching a mix of online and in-person courses to diverse audiences that include youth organizations, universities and corporate professionals.



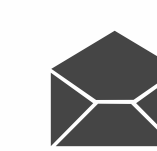
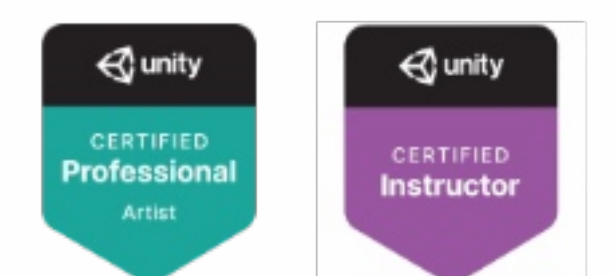
## SKILLS

Unity  
Autodesk Maya  
PopcornFX / VFX  
Instructional Design  
Research  
Communication



## CERTIFICATIONS

Unity Professional  
Artist / Certified  
Instructor



## CONTACT

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- in [www.linkedin.com/in/meehae-song](http://www.linkedin.com/in/meehae-song)