

Academic Curriculum Vitae  
**HONGCHAN LEE**  
hcleepportfolio.com

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hcl7942200@gmail.com  
860.212.4837

## *Education*

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- 08.2023 - Present     **University of Connecticut**, Storrs, CT  
Master of Fine Arts in Digital Media & Design
- 2017 - 2022           **Konkuk University**, Seoul, South Korea  
Bachelor of Fine Arts in Moving Image & Film

## *Academic Positions*

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- 08.2025 - Present     **Instructor**  
Seminar and Studio in First Year Writing, College of Liberal Arts and Sciences, University of Connecticut, Storrs, CT  
▪ Conducted a required English course in a studio setting, designed to help international students develop their portfolios. Taught fundamentals and applications of production practices such as collage, design, and basic filming techniques.
- 08.2024 - Present     **Instructor**  
Foundation 2 in Digital Media & Design, School of Fine Arts, University of Connecticut, Storrs, CT  
▪ Taught a required first-year Foundation course in creative media, covering narrative design, photography, photo editing, and video production. Also introduced fundamentals of animation and practical sound recording techniques.
- 08.2024 - Present     **Instructor**  
Film and Video Editing in Digital Media & Design, School of Fine Arts, University of Connecticut, Storrs, CT  
▪ Taught practical editing techniques for live-action footage, along with essential on-set rules and industry-standard practices. The course also included advanced features and tips in Premiere Pro to enhance professional video production.
- 09.17.2025             **Invited Guest Lecturer**  
Basic Video Production in Department of Plant Science and Landscape Architecture, College of Agriculture, University of Connecticut, Storrs, CT  
▪ Taught the basic process of interview video production along with podcast broadcasting, with camera setup standards, shooting techniques, and direction specific to typical contents.

- 08.07.2025 **Invited Guest Lecturer**  
Editing and Writing in Department of Visual Design, Suwon Women's University, Suwon, South Korea
- Taught the complete process of interview video production, including camera setup standards, shooting techniques, and direction specific to interview-style content.
- 08.2023 - present **Teaching Assistant**  
University of Connecticut, Storrs, CT
- Assisted in courses within Digital Media & Design, supporting instruction in live-action filming, editing, sound management, animation, and narrative design. Also took on teaching responsibilities for selected classes.

### ***Non-Academic Positions***

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- 05.2025 - 08.2025 **Branding Designer**  
Market360, New Haven, CT
- Interned at Market360 in New Haven, contributing to branding projects by producing promotional and menu videos using found footage and photographing the market interior with a Canon D90. Also applied color correction to enhance visual consistency, strengthening the store's overall brand identity.
- 08.2022 - 04.2023 **Producer**  
Studio Gale, Pangyo, South Korea
- Directed project management across scheduling, staffing, budgeting, and workflow coordination. Also facilitated interdisciplinary collaboration to align creative and technical goals.
- 04.2022 - 06.2022 **Project Manager**  
Creative YangJoJang, Seoul, South Korea
- Supported project planning and client communication by preparing presentation materials and researching references. Also assisted on set during filming, recording data and providing production support.
- 06.2020 - 08.2021 **Editor**  
Woowakgood, YouTube, South Korea
- Edited YouTube content across diverse formats, including gameplay highlights, talk shows, and mukbang videos. Also applied mixed-media techniques integrating 2D/3D animation, live-action footage, and found footage.
- 10.2019 - 03.2020 **Broadcast Designer**  
The Korean Channel, Flushing, NY
- Contributed to news editing and created program opening IDs as an international intern at TKC (The Korean Channel) in New York. Also designed an opening ID that was broadcast for six months before the program's suspension due to COVID-19.

02.2013 – 09.2019

### **Art Teacher**

Dizel Art Academy, Seoul, South Korea

- Worked as an art academy instructor after high school, developing teaching skills, building strong student rapport, and gaining confidence through hands-on experience. Retained long-term for consistent performance.

## *Teaching*

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### **University of Connecticut**

#### **Instructor**

##### **Fall Semester 2025**

DMD2210	Film and Video Editing 1	3	15
ENGL1007	Seminar and Studio in Writing and Multimodal Composition	3	34

##### **Spring Semester 2025**

DMD1002	Foundations in Digital Media and Design 2	3	9
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##### **Fall Semester 2024**

DMD2210	Film and Video Editing 1	3	15
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#### **Invited Guest Lecturer**

##### **Special Lecture on Video Production / Interview, Podcast and Sound (09.17.2025)**

Department of Plant Science and Landscape Architecture

#### **Teaching Assistant**

##### **Spring Semester 2025**

DMD1002	Foundations in Digital Media and Design 2	3	11
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##### **Fall Semester 2024**

DMD2210	Film and Video Editing 1	3	13
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### **Suwon Women's University**

#### **Invited Guest Lecturer**

##### **Summer Session Course 2025 (08.07)**

Visual Design - Editing and Writing

## **Dizel Art Academy**

### **Art Teacher**

#### **2018 - 2019**

Basic Design and Character Drawings for Elementary Students

#### **2016 - 2018**

Seoul National University Art Entrance Exam Prep

– Basic Aptitude for High School Seniors & Repeaters

#### **2013 – 2016**

Design Starter Class – For High School Juniors (Hobby Track)

### ***Curriculum and Program Development***

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#### **Modifications to Existing Courses**

- Developed and supplemented essential learning resources for students.
- Redesigned curriculum references to align with current trends and ensure accessibility.

## **University of Connecticut**

### **Fall 2025**

- ENGL1007     Seminar and Studio in Writing and Multimodal Composition
- Conducted research to identify appropriate references and resources to support the course content.
  - Compiled fundamental design principles within the UX/UI design process, ensuring students' understanding of basic visual communication rules.
  - Structured website layout exercises that introduced hierarchy, balance, and responsive composition.
  - Analyzed differences among typefaces and explored the psychological and functional impact of color, integrating them into practical design modules.

- 09.17.2025**     Plant Science & Landscape Architecture  
Interview, Podcast and Sound Production
- Introduced fundamentals of writing, storyboard principles, in industry standards.
  - Explained distinctive features of podcast-style video production, emphasizing pacing, format, and audience engagement.
  - Demonstrated audio editing techniques, including J-cuts and L-cuts, to create smooth and natural transitions.
  - Incorporated B-roll footage strategies to enhance narrative depth and visual continuity.

## Spring 2025

- DMD1102     Foundations in Digital Media and Design 2
- Implemented motion graphics and Puppet Tool-based animation methods to enhance accessibility in animation courses.
  - Adapted course system for HuskyCT compatibility and introduced foundational After Effects training.

## Fall 2024

- DMD2210     Film and Video Editing 1
- Expanded documentary-focused references with graphic and advertising design techniques, integrating them into course structure.

## Suwon Women's University

- 08.07.2025     Visual Design  
Editing and Writing
- Presented practical filming and editing methods for live-action interview production.
  - Introduced fundamentals of writing, storyboard principles, in industry standards.

## *Research / Creative Work*

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### Interactive Storytelling Project on Cyberbullying [*Thread*]

Developed as my MFA graduation project beginning in 2025, this interactive web-based storytelling project raises awareness of cyberbullying among adolescents, combining narrative immersion with actionable educational resources for families and schools. The project integrates motion graphics, WebGL shaders, and interactive elements to maximize emotional engagement and moral impact.

#### Key Elements:

- Designed emotionally driven narratives to highlight the social and psychological consequences of cyberbullying.
- Produced interactive web content using scroll-triggered animations, reveal masks, and layered media for enhanced user engagement.
- Created accessible course materials and resources to support both students and educators.
- Researched cyberbullying cases across multiple U.S. states to identify realistic prevention and intervention strategies.
- Generated and curated visual resources using AI-assisted image references, which were refined through hand-drawn illustrations and Photoshop to create original, project-specific assets.

## *Awards / Scholarships*

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2021	<b>Academic Excellence Scholarship</b> Konkuk University, Seoul, South Korea
2020	<b>Academic Excellence Scholarship</b> Konkuk University, Seoul, South Korea
2019	<b>'Show me the Konkuk' moving image competition</b> Konkuk University, Seoul, South Korea <b>"BEST AWARD"</b>
2018	<b>Academic Excellence Scholarship</b> Konkuk University, Seoul, South Korea
2017	<b>Academic Excellence Scholarship</b> Konkuk University, Seoul, South Korea
2017	<b>'The 4th International Seoul Illustration Competition'</b> Seoul Fine Arts Association, Seoul, South Korea <b>"The Grand Prize"</b>

## *Technical Skills*

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### **Skills**

3D/2D Animation software, 3D animation texture/sculpting software, Motion Graphics software, UX & UI developing software, Web Graphic design/programming software, Programming, Video and Sound Editing, Visual Special Effect, Painting and Drawing

### **Tools**

After Effects / Premiere Pro / Illustration / XD / Photoshop / Figma / VS Code / Cinema 4D / Power Point / WordPress / Excel

## *Languages*

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Korean / English