Kevin Lee 李夢遠

Software Engineer Creative Technologist



Work Experience

2025-present

Research Software Engineer

Imperial College London Centre for Environmental Policy

Design, architect, implement, and deploy full stack conservation effort tool across mobile and web with Typescript, React, Next.js, Postgres, Docker, and Figma for mocks.

2023-present

Creative Computing Lecturer, Graduate Diploma and Diploma

UAL Creative Computing Institute

Developed and delivered material, activities, reading lists, and syllabuses across Creative Coding, Physical Computing, and Cognitive Systems classes for undergraduate and graduate students to develop critical, design-led multi-disciplinary practices, with a focus on interaction, cognitive science, cybernetics, and programming.

2023-2024

Specialist Technical Instructor - Creative Coding

Royal College of Art

Set and led academic direction as the sole Creative Coding instructor. Developed and delivered workshops, learning materials, resources for graduate students in creative coding using p5.js, TouchDesigner, Arduino, etc. Implemented the College's first and only bilingual technical teaching, materials, and support.

2015-2018

Software Engineer

Facebook

Built Facebook's first applicant tracking system with React and Office 365 API integrations through which all recruiting email was sent/received, which enabled a 3x headcount increase in my org. Pushed my org into the mobile space with our first React Native app, and led coordination with user research and product management.

2018-2022

Founder, Sole Proprietor

MNGYUAN

Directed creative studio mixing design and software experience to deliver bespoke experiences across web, mobile, and combined consultation, design, and implementation. Launched three apps.

2014

Software Engineering Intern

IBM

Developed live visualization tools for insights in global deployments of IBM Endpoint Manager with d3.js and React.

Education

2020-2022

Royal College of Art, Imperial College London MA / MSc Global Innovation Design

2012 - 2016

University of California Berkeley BA Computer Science

2021

Pratt Institute Industrial Design, Exchange

2021

Keio University Graduate School of Media Design, Exchange

Selected Achievements

- 2022 Shortlisted interactive AI art design project, Exhibited at Prototypes for Humanity, Dubai
- 2022 Finalist, Designing for Digital Thriving, IDEO Design Challenge x Riot Games
- 2022 Contributor, Critical Coding Cookbook, Published by Parsons School of Design
- 2021 Tokyo Art Book Fair, Exhibited at Museum of Contemporary Art
- 2021 GPT3 interactive Al art installation, Exhibited in Brooklyn, NY
- 2021 Director, Short form documentary, Awarded funding from UNESCO Japan
- 2021 Distinction for Master's Dissertation, Awarded by RCA Academic Board
- 2018 Guest Speaker, Design education event, Jacobs Institute for Design Innovation

Teaching & Speaking Engagements

- 2024 Facilitator, NYU ITP Camp
- 2024 Tutor, Global Innovation Design, Imperial College London
- 2023 Instructor, Design Thinking, St. Paul's School for Girls
- 2022 Lecturer, Display Design, Gengdan Academy of Design, Beijing University of Technology
- 2021 Panelist, Design of Useful and Usable Interactive Systems, Harvard Graduate School of Design
- 2018 Speaker, Design education event, Jacobs Institute for Design Innovation, University of California Berkeley

Skills

Software. Frontend. Mobile. React. React Native. p5.js. Processing. Typescript. iOS. Digital creation. MAX MSP. TouchDesigner. Unity. Adobe Suite. Figma. Ableton. Design. UI/UX. Print. Typography. Layout. Zines. Risograph. Branding. Hardware. Prototyping. Embedded electronics. Arduino. Raspberry Pi. Bela. Embedded Linux. Communication. Public speaking. Podcasting. Persuasive writing. Teaching. Visual storytelling. Cinematography. Editing. Photography. Art Direction. Video Essays.

Research Interests

Public transit. Climate justice. Wealth inequality. Poetry. Film. Creative computation. Typography. Zines. Machine learning.