



# MEEHAE SONG



## EDUCATION

- PHD CANDIDATE**  
*CURRENT*  
**INTERACTIVE ARTS + TECHNOLOGY- PhD(c)**  
BioFlockVR: A Multi-immersant Bio-responsive VR Interactive  
Exploring Visual Entrainment Through Amorphous Nature Phenomena  
Simon Fraser University  
Surrey, CANADA
- MASTERS DEGREE IN ENG.**  
*SEP2006*  
**ENGINEERING - M.ENG**  
Thesis: Virtual Reality for Cultural Heritage Applications  
Nanyang Technological University SINGAPORE
- CERTIFICATE IN NEW MEDIA**  
*JUN1999*  
**NEW MEDIA - CERTIFICATE**  
International Certificate Program for New Media (ICPNM)  
The ICPNM Academy (Joint Fraunhofer/RISD Program)  
Providence, RI, USA
- CERTIFICATE IN MULTIMEDIA**  
*MAY1997*  
**MULTIMEDIA - CERTIFICATE OF RECOMMENDATION**  
Vanouver Film School  
Vancouver, CANADA
- BACHELORS DEGREE IN C. S.**  
*FEB1993*  
**COMPUTER SCIENCE - B.SC**  
Ewha Woman's University  
Seoul, SOUTH KOREA



## WORK EXPERIENCE

- RESEARCHER / INSTRUCTOR**  
*2006-CURRENT*  
**PhD RESEARCHER / LAB MANAGER / INSTRUCTOR - iVizLab, SFU**  
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*  
**RESEARCH ENGINEER - 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).
- WEB UX/UI DEV**  
*1998-1999*  
**WEB: UX/UI DEV - EWHA WOMANS UNIVERSITY MUSEUM**  
I designed the museum's web site and managed their digital archival systems.



## 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 in various forms of 3D-based VR applications for the past 20 years including manufacturing to architectural visualizations. I have industrial 3D and VR visualization and application experience and have been extracting theoretical and historical VR knowledge to apply to today's VR/MR/AR environments.

Through my many years of experience, I can distill and communicate the complexities of VR today and tomorrow to diverse audiences.

I have been researching biofeedback for VR interactives since 2009 and my current BioFlockVR interactives research work with Dr. Steve DiPaola has been presented at Stanford Center for Continuing Medical Education.



## SKILLS

- Unity3D ●●●●●●●●
- Autodesk Maya ●●●●●●●●
- Autodesk 3DMax ●●●●●●●●
- PopcornFX ●●●●●●●●
- A-Frame / WebVR ●●●●●●●●
- Research ●●●●●●●●
- Communication ●●●●●●●●



## CONTACT

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