Curriculum Vitae

Kyoung Lee Swearingen, Associate Professor
Department of Design, College of Arts and Sciences, The Ohio State University
Hayes Hall 108 N Oval Mall Columbus OH 43210 614/247-7474 E-mail: swearingen.75@osu.edu

Biographical Narrative:

Kyoung Lee Swearingen is a visual storyteller with over a decade of experience as a Lighting Technical Director at Pixar Animation Studios and DNA Productions. Kyoung's filmography includes Ratatouille, Wall-E, UP, Cars 2, Toy Story 3, Mater's Tall Tales, Partly Cloudy, Ant Bully and the Jimmy NeutronTV series which have claimed numerous awards from the Academy Awards, BAFTA, Visual Effects Society, The American Film Institute, as well as many others. Kyoung teaches computer animation and specializes in cinematography for games and animation. Her current research focuses on creating games and animation for social good, using humane technology and practicing transdisciplinary collaboration. Her award-winning projects have been shown (inter)nationally at ACM SIGGRAPH, IEEE-GEM, Unite Berlin, GDC, Montreal Independent Game Festival, and Bucheon International Animation Festival, and many more.

Educational History:

- M.F.A., May 2004, The Ohio State University, Department of Art, Art & Technology
- B.F.A, March 2001, Savannah College of Art and Design, Computer Art
- B.S., February 1995, Sungshin Women's University, College of Natural Science, Chemistry

Employment History:

- Associate Professor, May 2022- Present, Department of Design, The Ohio State University
- Assistant Professor, Aug 2016- May 2022, Department of Design, The Ohio State University
- Assistant Professor, Aug 2013- Aug 2016, School of Arts, Technology, and Emerging Communication, The University of Texas at Dallas
- Lighting Technical Director, July 2006- August 2013, Pixar Animation Studios
- Lighting Artist, January 2005- July 2006, DNA Productions

Teaching:

- ACCAD 5001, Animation Techniques and Practices
- ACCAD 5002, 3D Computer Animation I
- ACCAD 5003, 3D Computer Animation II

- ACCAD/DESIGN 5104 Interactive Animation
- ACCAD 5194 Group Studies Digital Animation and Interactive Media
- ACCAD 6651 Digital and Physical Lighting
- MVNPRD 4501 and 4502, Senior Film Project 1 & 2
- ACCAD 7504 Animation Production
- DESIGN 4400 Design Media 3
- DESIGN 2330 Visual Principles and Techniques III
- DESIGN 6400 Graduate Design Studio

Achievements in original investigation:

Games and Film:

1. *Green Acres, Kyoung Swearingen, Scott Swearingen, Parinaz Naghizadeh, Raman Ebrahimi, Thomas Ellsworth, Daniel Gingerich, December 2022- current*
2. *Circle, Collaborative Gaming Platform for Children with Disabilities and their Families.*
   Kyoung Swearingen, Scott Swearingen, Dr. Jamie Boster, Dr. Asimina Kiourti, April 2018- current
3. *The Woods, Cooperative AR game.*
   Kyoung Swearingen, Scott Swearingen, Dr. Marc Ainger, Dr. Federico Cámara Halac,
   Sruthi Ammannagari, Matt Hall, Leigh Loomis, July 2021
4. *Sonder*, Short Animated Film.
   Soba Studios, August 2018
5. *Wall Mounted Level, Cooperative Game using Projection Mapping and Touch.*
   Kyoung Swearingen, Scott Swearingen, August 2018
6. Beacon. Virtual Environment using 3D printing and photogrammetry
   Kyoung Swearingen, Scott Swearingen, December 2016
7. *Toy Story of Terror*. 22 minutes TV short for ABC channel.
   Pixar Animation Studios, October 2013.
8. *Monsters University*. Feature Film.
   Pixar Animation Studios, June 2013.
9. *The Blue Umbrella*. Short Film.
   Pixar Animation Studios, June 2013.
10. *Brave.* Feature Film.
    Pixar Animation Studios, June 2012.
11. *Cars2.* Feature Film.
    Pixar Animation Studios, June 2011.
12. *La Luna.* Short Film.
    Pixar Animation Studios, June 2011.
13. *Mater's Tall Tales- Tokyo Mater*. Short Film.
    Pixar Animation Studios, March 2010.
14. *Mater's Tall Tales- Monster Truck Mater*. Short Film.

Pixar Animation Studios, July 2010.

15. *Mater's Tall Tales- Heavy Metal Mater.* Short Film.
    Pixar Animation, July 2010.
16. *Toy Story 3*. Feature Film.
    Pixar Animation Studios, June 2010.
17. *Mater's Tall Tales- Unidentified Flying Mater*. Short Film.
    Pixar Animation Studios, November 2009.
18. *Partly Cloudy.* Short Film.
    Pixar Animation Studios, May 2009.
19. *Up*. Feature Film.
    Pixar Animation Studios, May 2009.
20. *WALL-E*. Feature Film.
    Pixar Animation Studios, June 2008.
21. *Presto*. Short Film.
    Pixar Animation Studios, June 2008.
22. *Ratatouille*. Feature Film.
    Pixar Animation Studios, June 2007.
23. *The Ant Bully*. Feature Film.
    DNA Productions, Warner Bros. Pictures, July 2006.
24. *The Jimmy Timmy Power Hour 2*: When Nerds Collide (TV Movie).
    DNA Productions, Nickelodeon Network, January 2006.

Publications:

- Dontha Balaji, Kyoung Lee Swearingen, Scott Swearingen, Asimina Kiourti. "Wearable Sensors Based on Force-Sensitive Resistors for Touch-Based Collaborative Digital Gaming." *Sensors*, vol. 22, no. 1, Jan. 2022, p.342. https://doi.org/10.3390/s22010342

- Scott Swearingen and Kyoung Lee Swearingen. *"The Woods AR Game"*, IFIP- ICEC, International Conference on Entertainment Computing 2021, November 1-5, 2021, Entertainment Computing – ICEC 2021 (accepted and pending publication) 45% effort [peer reviewed]

- Kyoung Lee Swearingen, Scott Swearingen, Fede Camara Halac, Matthew Hall, and Sruthi Ammannagari. "*The Woods: A Mixed-Reality Two-Player Cooperative Game"*, Art Papers, SIGGRAPH 2021, Computer Graphics and Interactive Techniques (PACMCGIT) Special issue on SIGGRAPH 2021 Art Papers and ACM Digital Library, August 9-13, 2021.

- Scott Swearingen and Kyoung Lee Swearingen. "*The Woods: A Mixed-Reality Multiplayer Cooperative Game"*, HCI International 2021, volume 29, LNCS 12790, ISBN 978-3-030-77413-4, July 24-29, 2021.

- Kyoung Lee Swearingen and Scott Swearingen. "*Designing a Cooperative Mixed-Reality Game about Reconciliation*", 2018 IEEE Games, Entertainment, Media Conference (GEM), 2018, pp 1-9, DOI: 10.1109/GEM.2018.8516538

- Kyoung Lee Swearingen and Scott Swearingen. *"Designing 'Wall Mounted Level' – A Cooperative Mixed-Reality Game about Reconciliation"*, In: Clua E., Roque L., Lugmayr A., Tuomi P. (eds) Entertainment Computing – ICEC 2018. ICEC 2018. Lecture Notes in Computer Science, vol 11112. pp 284-288, Springer, Cham. https://doi.org/10.1007/978-3-319-99426-0_30

- Kyoung Lee Swearingen and Scott Swearingen. "*Wall Mounted Level: A Cooperative Mixed Reality Game about Reconciliation",* SIGGRAPH '18: ACM SIGGRAPH 2018 Posters, Article No.:20, Pages 1-2, DOI: https://dl.acm.org/doi/10.1145/3230744.3230771

- Kyoung Lee Swearingen and Scott Swearingen. "*Games and Storytelling for Design Foundations*", the 34th National Conference on the Beginning Design Student, (NCBDS), Vol 34 No. 1 (2018), Sept 26, 2018, https://journals.uc.edu/index.php/ncbds/article/view/787

Exhibits:

- Kyoung Lee Swearingen, Scott Swearingen, and Daniel Gingerich. *Green Acres*, Hopkins Hall Art Gallery, Ohio State University, Those Who Feed Us: Open Call for Art | Living Art & Ecology Lab, November 13 2024

- Kyoung Lee Swearingen and Scott Swearingen. *Green Acres*, Design Faculty Exhibition, Urban Arts, Ohio State University, https://uas.osu.edu/events/ohio-state-design-faculty-show, October 1 – November 16, 2024

- Kyoung Lee Swearingen and Scott Swearingen. *Green Acres – Communicating Land Management Practices and Environmental Policy Making Through the Lens of a Collaborative Multiplayer Game* , Origins Game Fair, Columbus OH, https://www.originsgamefair.com/, June 22, 2024

- Kyoung Lee Swearingen and Scott Swearingen. *The Woods*, Monmouth University. NJ, Curated by Wobbe Koning, November 29, 2022

- Kyoung Lee Swearingen and Scott Swearingen. "The Woods: A Mixed-Reality Cooperative Game." *2022 Games+Learning+Society Conference, A Well-Played Presentation*, 16 Jun. 2022, University of California, Irvine, CA [peer reviewed]

- Kyoung Lee Swearingen and Scott Swearingen. "The Woods: A Collaborative Augmented Reality Game", *Global Digital Humanities Symposium*, Michigan State University (MSU), 23 Mar. 2022, East Lansing, Michigan [peer reviewed]

- Kyoung Lee Swearingen and Scott Swearingen. *The Woods*, Center for Contemporary Arts, Curated by Mariannah Amster and Frank Ragano from CURRENTS New Media, Santa Fe, New Mexico, June 18-24, 2021

- Kyoung Lee Swearingen and Scott Swearingen. *Wall Mounted Level*, 'East | West Gallery', Curated by Danielle Avram, North Texas Digital Fabrication Symposium, Texas Women's University, Denton, TX, April 20-21, 2018

- Kyoung Lee Swearingen and Scott Swearingen. "*Wall Mounted Level v.3",* Game, CUNY Games Conference 4.0, City University of New York, New York City, NY, January 22, 2018

- Kyoung Lee Swearingen and Scott Swearingen. "*Wall Mounted Level v.2",* Game, MEGA-MTL Montreal Expo Gaming Arcade, Montreal Independent Games Festival, November 18-19, 2017

- Kyoung Lee Swearingen and Scott Swearingen. "*Wall Mounted Level v.1",* Game, HASTAC 2017, Orlando, FL, November 2-4, 2017

- Kyoung Lee Swearingen and Scott Swearingen. "*Beacon",* Video and Sculpture. Research Through Making. Urban Arts Space, Columbus, Ohio. August 23 – September 24, 2016.

Invited Talks/Presentations/Workshop:

- Kyoung Lee Swearingen, Scott Swearingen, Jamie Boster, Asimina Kiourti. Poster Presentation: *Fostering Connections for Children with Autism Via Collaborative Digital Gaming*, ATIA (Assistive Technology Industry Association) Orlando Florida, January 31, 2025

- Kyoung Lee Swearingen and Scott Swearingen. "*Collaborative Game for Positive Social Impact*", Monmouth University, NJ, November 29, 2022

- Kyoung Lee Swearingen and Scott Swearingen. "*The Woods: Cooperative Augmented Reality Game*"

  - Sixteenth International Conference on the Arts in Society (Virtual), The University of Western Australia, School of Design Perth, Australia, Jun 15 - 18, 2021
  - Fifteenth International Conference on Design Principles & Practices (Virtual), Universidad de Monterrey, Mexico, March 3-5, 2021

  - Technarte 2020 (Virtual), November 12-13, 2020

- Kyoung Lee Swearingen and Scott Swearingen. *"The Woods"*, College Arts Association, CAA 2021 Annual Conference (Virtual), Feb 10-13, 2021

- Kyoung Lee Swearingen and Scott Swearingen. *"The Woods: A Local Cooperative AR Game"*, Fifteenth International Conference on The Arts in Society, National University of Ireland Galway, Galway, Ireland, Jun 24-26, 2020 (was accepted but unable to present due to COVID-19)

- Kyoung Lee Swearingen, Scott Swearingen, Asimina Kiourti, Susan Thrane. *"Circle: A Collaborative Gaming Platform for Disabled Children",* Healthcare Innovation and Entrepreneurship Workshop, The Ohio State University, September 23, 2019

- Kyoung Lee Swearingen and Scott Swearingen. "*Designing Cooperative Mixed Reality Game about Reconciliation",* IEEE-GEM 2018, Galway, Ireland, August 16th, 2018

- Kyoung Lee Swearingen and Scott Swearingen. "*Wall Mounted Level"*

    o ACM SIGGRAPH, Vancouver, BC, Canada, August 12-16, 2018

    o IFIP-ICEC 2018, Poznan, Poland, September 17, 2018

    o CUNY Games Conference 4.0, City University of New York, New York City, January 2018, NY

- Kyoung Lee Swearingen, Scott Swearingen, Nick Bontrager, Jeff Donaldson, Dickie Cox, Niki Selkin, and Scott Cook, *Panel Topic:* "*Adaptation & Play",* 2018 North Texas Digital Fabrication Symposium, Texas Women's University, Denton, TX, April 21, 2018

- Kyoung Lee Swearingen and Scott Swearingen. "*Games and Storytelling for Design Foundations"*

    o 2018 National Conference on the Beginning Design Student, University of Cincinnati, Cincinnati, OH, March 1-3, 2018

        o CUNY Games Conference 4.0, City University of New York, New York City, January 2018, NY

- Kyoung Lee Swearingen and Scott Swearingen. "*Creating Games with 3D Printing, Photogrammetry and Projection Mapping Techniques"*, GlitchCon, Minneapolis, MN, May 5, 2017

- Kyoung Lee Swearingen and Scott Swearingen. "*Creating Virtual Environments with 3D Printing and Photogrammetry"*, SIGGRAPH ASIA 2016, Macau, China, December 5, 2016

Awards:

- *The Woods*, finalist, *2022 Games+Learning+Society Conference, A Well-Played Presentation*, 16 Jun. 2022, University of California, Irvine, CA
- *Wall- Mounted Level*, Special recognition: Poster and Demo, IFIP-ICEC 2018, Poznan, Poland, August 16, 2018
- *Sonder,* California Independent Film Festival, Moraga, CA August 24- September 1, 2018
- *Sonder*, Bucheon International Animation Festival, Bucheon, Korea October 19-23, 2018
- *Sonder*, Spark Animation Film Festival, Vancouver, Canada October 25-28
- *Sonder*, Edinburgh Short Film Festival, Edinburgh, Scotland October 26-November 10, 2018
- *Sonder*, Short Sounds Film Festival, Bournemouth, UK November 1-2, 2018
- *Sonder*, Foyle Film Festival, Derry, Northern Ireland November 16-25, 2018
- *Sonder*, Anchorage International Film Festival Anchorage, Alaska, November 30-December 9, 2018
- *Wall- Mounted Level*, Best Innovative game award, Montreal Independent Games Festival, 11/19/2017
- *Wall- Mounted Level*, Best Social Impact game award, Montreal Independent Games Festival, 11/19/2017
- *The Blue Umbrella*, Opening Premier at Berlin Film Festival, Pixar Animation Studios, June 2013.
- *La Luna*, Annecy International Animated Film Festival, Pixar Animation Studios, June 2011.
- *Toy Story 3*, Academy Award, Best Animated Feature, Pixar Animation Studios, June 2010.
- *Up*, Cannes Film Festival, Pixar Animation Studios, May 2009.
- *Up*, Academy Award, Best Animated Feature, Pixar Animation Studios, May 2009.
- *Up*, BAFTA, Animated Film, Pixar Animation Studios, May 2009.
- *Up*, BSFC Award, Animation, Pixar Animation Studios, May 2009.
- *WALL-E*, Academy Award, Best Animated Feature, Pixar Animation Studios, June 2008.
- *WALL-E*, BAFTA, Animated Film, Pixar Animation Studios, June 2008.
- *WALL-E*, Hollywood Award, Animation of the Year, Pixar Animation Studios, June 2008.
- *Ratatouille*, Academy Award, Best Animated Feature, Pixar Animation Studios, June 2007.
- *Ratatouille*, Broadcast Film Critics Association, Best Animated Feature, Pixar Animation Studios, June 2007.
- *Ratatouille*, American Film Institute, AFI Movies of the Year, Pixar Animation Studios, June 2007.

Inventions and Patents:

- Kyoung Lee Swearingen, Scott Swearingen, Susan Thrane, Asimina Kiourti, Title: *Systems for Collaborative Interaction Using Wearable Technology,* Patent, U. S. Patent and Trademark Office (USPTO), Reference: 10336-518W01, Feb 3, 2022

Grants:

- Green Acres: Watershed Management Board Game (pending)
    - Project: 'Green Acres'

- o June 2025- June2026
- o Co-PIs: Scott Swearingen, Assistant Professor, Department of Design; Kyoung Lee Swearingen, Assistant Professor, Department of Design.
- o My main intellectual contribution is narrative and aesthetic design for the project, and designing co-design workshop
- o Ohio Water Resources Center Grant
- o $14,902.07

- ▪ Visiting Artist Grant

  - o Animation Director, Ahn Jae Huun
  - o September 22, 2024- September 29, 2024
  - o Co-PIs: Kyoung Lee Swearingen, Associate Professor, Dr. Mitchell Lerner, Director of East Asian Studies Center
  - o Collaborators: Dr. Mark Bender (Chair, East Asian Languages and Literature), Mr. David Filippi (Director of Film and Video, Wexner Center for the Arts), Dr. Yana Hashamova (Slavic and East European Languages and Culture; Director, Advanced Computing Center for the Arts and Design), Dr. Fabienne Munch (Chair, Design), Dr. Danielle Pyun (East Asian Languages and Literature; Director, Institute for Korean Studies), Dr. E.J. Westlake (Chair, Theater, Film, and Media Arts), Laura Lisbon (Chair, Department of Art)
  - o My primary contribution was to recruit the artist, writing the proposal, design the schedule. Coordinated with the artist and his staff, served as an interpreter for multiple events, organized workshops (ACCAD and CCAD) and classroom visits
  - o Percentage of intellectual contributions: 75%
  - o $12,928

- ▪ SEED grant

  - o Project: Amplifying Stories: An Arts-based Empowerment of Students and Instructors toward Equity/Excellence in Undergraduate Chemistry Instructional Laboratories
  - o June 30, 2025
  - o PIs: Dr. Matt Wu, Assistant Professor, Department of Chemistry
  - o Co-PI: Kyoung Lee Swearingen, Associate Professor, Department of Design
  - o Kirwan Institute SEED grant
  - o My primary contribution was to write the proposal, design the student competition, and judging the applications.
  - o Percentage of intellectual contributions: 50%
  - o $2000

- Communicating Land Management Practices and Environmental Policy Making Through the Lens of an Interactive Collaborative Multiplayer Game

    - December 2022- May 2023
    - Co-PIs: Scott Swearingen, Assistant Professor, Department of Design; Kyoung Lee Swearingen, Assistant Professor, Department of Design; Dr. Parinez Naghizadeh, College of Engineering
    - My main intellectual contribution is narrative and aesthetic design for the project.
    - Artificial Intelligence in the Arts, Humanities, and Engineering: Interdisciplinary Collaborations
    - $31,975.25

- Communicating Resource Management and Environmental Policy Making Through the Lens of an Interactive Real-Time Strategy (RTS) Game

    - December 2022- May 2023
    - Co-PIs: Scott Swearingen, Assistant Professor, Department of Design; Kyoung Lee Swearingen, Assistant Professor, Department of Design; Dr. Parinez Naghizadeh, College of Engineering; Dr. Roger Crawfis, College of Engineering
    - My main intellectual contribution is narrative and aesthetic design for the project.
    - Artificial Intelligence in the Arts, Humanities, and Engineering: Interdisciplinary Collaborations
    - $24,938.00

- The Woods

    - September 2020- May 2022
    - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; Scott Swearingen, Assistant Professor, Department of Design; Dr. Marc Ainger, School of Music
    - Other Collaborators: Dr. Fede Camara Halac, Matthew Hall, and Sruthi Ammannagari
    - I serve as a team leader, and my main intellectual contribution is narrative and aesthetic design for the project.
    - Global Arts + Humanities Discovery Theme, Arts Creation Grants Special Initiatives, funding extension
    - $15,682.00

- A Collaborative Digital Gaming Platform for Children with Disabilities Using Human-Centered Technology and Touch

    - June 2020 – June 2022

- - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; Scott Swearingen, Assistant Professor, Department of Design;
    Dr. Susan Thrane, Assistant Professor, College of Nursing; Dr. Asimina Kiourti, Assistant Professor, College of Engineering
  - My main intellectual contribution is narrative and aesthetic design for the project and supervise the student workers.
  - Battelle Engineering, Technology and Human Affairs (BETHA) Grant
  - $33,794.00

- A Collaborative Gaming Platform for Disabled Children and Their Families

  - December 2019 -December 2020
  - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; Scott Swearingen, Assistant Professor, Department of Design;
    Dr. Susan Thrane, Assistant Professor, College of Nursing;
    Dr. Asimina Kiourti, Assistant Professor, College of Engineering
  - My main intellectual contribution is narrative and aesthetic design for the project and supervise the student workers.
  - Global Arts + Humanities Discovery Theme, Open Grant
  - $35,000.00

- The Woods

  - April 2019 -
  - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; Scott Swearingen, Assistant Professor, Department of Design;
    Dr. Marc Ainger, School of Music
  - Other Collaborators: Rosalie Yu, Creative Technologist, Columbia Graduate School of Journalism; Skylar Wurster, Undergraduate Student Researcher, College of Engineering
  - I serve as a team leader, and my main intellectual contribution is narrative and aesthetic design for the project.
  - Global Arts + Humanities Discovery Theme, Arts Creation Grants Special Initiatives
  - $50,000.00

- Circle: A Game for Physically and Cognitively Delayed Children

  - April 2018, October 2018, February 2019, April 2019
  - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; Scott Swearingen, Assistant Professor, Department of Design;
    Dr. Susan Thrane, Assistant Professor, College of Nursing
  - My main intellectual contribution is narrative and aesthetic design for the project and supervise the student worker.

- o The Innovation Studio, College of Nursing, The Ohio State University
- o $3,500.00 in total through 4 funding cycles

- Multimodal Strategies for Visual Storytelling in VR

  - o April 2018
  - o Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; Scott Swearingen, Assistant Professor, Department of Design; McArthur Freeman, Assistant Professor of Video, Animation, and Digital Arts, School of Art and Art History, College of the Arts, University of South Florida
  - o My main intellectual contribution is narrative and aesthetic design for the project.
  - o Nexus Grant, University of South Florida
  - o $7,500.00