CURRICULLUM VITAE

Kyoung Lee Swearingen

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:

- Assistant Professor, Aug 2016- Present, 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 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

Achievements in original investigation:

Games and Film:

- 1. *Circle, Collaborative Gaming Platform for Children with Disabilities and their Families.*Kyoung Swearingen, Scott Swearingen, Dr. Susan Thrane, Dr. Asimina Kiourti, April 2018- current
- 2. Sonder, Short Animated Film.
 - Soba Studios, May 2018
- 3. The Woods, Cooperative AR game.
 - Kyoung Swearingen, Scott Swearingen, Dr. Marc Ainger, Dr. Federico Cámara Halac, Sruthi Ammannagari, Matt Hall, Leigh Loomis, September 2017- current
- 4. Wall Mounted Level, Cooperative Game using Projection Mapping and Touch.
 - Kyoung Swearingen, Scott Swearingen, November 2017
- 5. Beacon. Virtual Environment using 3D printing and photogrammetry Kyoung Swearingen, Scott Swearingen, December 2016
- 6. *Toy Story of Terror*. 22 minutes TV short for ABC channel. Pixar Animation Studios, October 2013.

7. Monsters University. Feature Film.

Pixar Animation Studios, June 2013.

8. The Blue Umbrella. Short Film.

Pixar Animation Studios, June 2013.

9. Brave. Feature Film.

Pixar Animation Studios, June 2012.

10. Cars2. Feature Film.

Pixar Animation Studios, June 2011.

11. La Luna. Short Film.

Pixar Animation Studios, June 2011.

12. Mater's Tall Tales- Tokyo Mater. Short Film.

Pixar Animation Studios, March 2010.

13. *Mater's Tall Tales- Monster Truck Mater*. Short Film.

Pixar Animation Studios, July 2010.

14. Mater's Tall Tales- Heavy Metal Mater. Short Film.

Pixar Animation, July 2010.

15. Toy Story 3. Feature Film.

Pixar Animation Studios, June 2010.

16. Mater's Tall Tales- Unidentified Flying Mater. Short Film.

Pixar Animation Studios, November 2009.

17. Partly Cloudy. Short Film.

Pixar Animation Studios, May 2009.

18. Up. Feature Film.

Pixar Animation Studios, May 2009.

19. WALL-E. Feature Film.

Pixar Animation Studios, June 2008.

20. Presto. Short Film.

Pixar Animation Studios, June 2008.

21. Ratatouille. Feature Film.

Pixar Animation Studios, June 2007.

22. The Ant Bully. Feature Film.

DNA Productions, Warner Bros. Pictures, July 2006.

23. The Jimmy Timmy Power Hour 2: When Nerds Collide (TV Movie).

DNA Productions, Nickelodeon Network, January 2006.

Publications:

- 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, Pending publishing to 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

Exabits:

- 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 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
- o 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", <u>Healthcare Innovation and Entrepreneurship</u> 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 <u>IFIP-ICEC 2018</u>, Poznan, Poland, September 17, 2018
 - 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"
 - 2018 National Conference on the Beginning Design Student, University of Cincinnati,
 Cincinnati, OH, March 1-3, 2018
 - 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:

- 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, Provisional Patent, U. S. Patent and Trademark Office (USPTO), Reference: 10336-518PV1, Feb 3, 2021

Grants:

- The Woods
 - September 2020- May 2022
 - Co-Pls: 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-Pls: 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
 - 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

Professor, College of Engineering

- Co-Pls: 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-Pls: 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**
- o Circle: A Game for Physically and Cognitively Delayed Children
 - April 2018, October 2018, February 2019, April 2019
 - Co-Pls: 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.
 - The Innovation Studio, College of Nursing, The Ohio State University
 - \$3,500.00 in total through 4 funding cycles
- Multimodal Strategies for Visual Storytelling in VR

- April 2018
- Co-Pls: 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
- My main intellectual contribution is narrative and aesthetic design for the project.
- Nexus Grant, University of South Florida
- **\$7,500.00**